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OFFICIAL STRATEGY GUIDE

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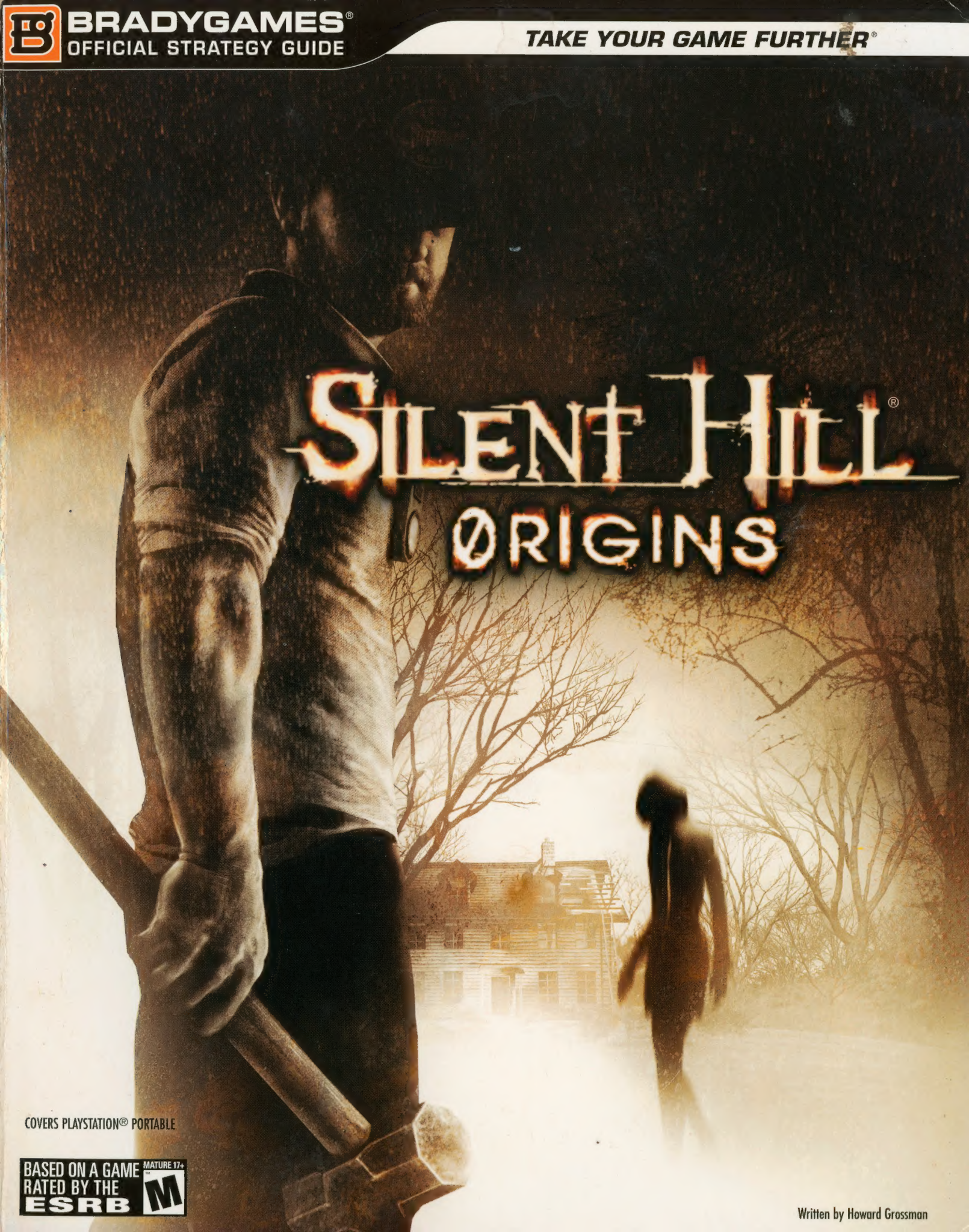

SILENT HILL®
ORIGINS

COVERS PLAYSTATION® PORTABLE

BASED ON A GAME RATED BY THE ESRB
MATURE 17+
M

Written by Howard Grossman

SILENT HILL® ORIGINS

OFFICIAL STRATEGY GUIDE

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Game System

EXPLORING

This is a game filled with tons of items and a lot of space to explore. Your journey through this game will involve more than a hundred items and numerous puzzles. There are several unique aspects to this game, and mastering them is the key to success.

NOTE: Health pick up locations on the maps will vary by type and location, depending on how much health you have, and how many you already have in your inventory.

Searching

In a simple manner of speaking, acquiring items is one of the core elements of the game. If you don't find enough supplies or weapons, you will have a very difficult time completing your task. Also, missing a key item will make it impossible to complete many of the puzzles. The fundamentals of searching involve maximizing the game's inherent features.

You start out with a Flashlight that will be your constant companion. The atmosphere of this game is very dark, so you will need to rely on this light-giving tool to notice many of the subtle objects in the game's world.

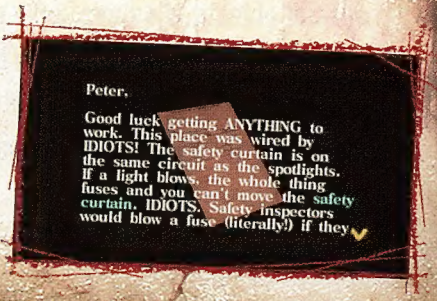
To further aid your searching, your character is very observant and will look toward objects. This slight head tilt is one of your best indicators to find objects. It may seem very subtle, but your character is ever vigilant and he notices just about everything. Learn to note his subtle gestures and make sure to search when you see his head tilt.

Survival

Staying alive is not as simple as not getting hit. You are bound to take damage, but knowing what to do about it and how hurt you are is what you must learn to assess. There are many ways to check your current condition. In the inventory screen, you can look at the small graphic on the bottom corner to see how red it is and how much it flashes. The faster the flash and the redder it gets, the worse you are. But you don't really need to check that screen, as you have several other visual indicators. On your screen the edges will start to get a red border that will get thicker as you get weaker. Also, your character will begin to slump over when you have take too much damage. Use the right amount of healing (Health Drink, First-Aid Kit, or Ampoule) depending on the amount of health you need to restore. Health Drinks are more plentiful, but only restore 25 health when others give you 100 health.

Puzzles

This series is infamous for its great puzzles! Many are logic based while others will require you to be very observant of objects and your environment. Solving puzzles will require you to pick up notes of various types and get clues from their content. All this information is stored in the Notes tab on the inventory screen, and you can view the contents of any note you acquired. The info in these notes is critical to solving many of the puzzles as well as disclosing many elements of the story line. Check out the Secret section for a complete listing of all the content in these notes!


Peter,
Good luck getting ANYTHING to work. This place was wired by IDIOTS! The safety curtain is on the same circuit as the spotlights. If a light blows, the whole thing fuses and you can't move the safety curtain, IDIOTS. Safety inspectors would blow a fuse (literally!) if they

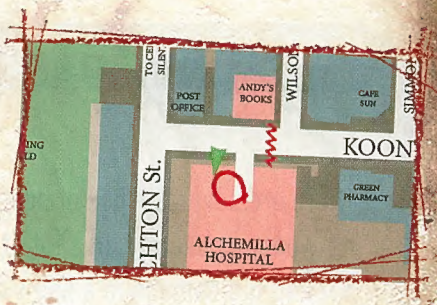
Two Worlds

Early in the game you will be introduced to the concept that Travis can use mirrors to travel between the Mist World and the Other World. This is a major element of game play that is essential to making progress and solving puzzles. However, it is important to note that objects and the environment changes in each world. An area may not contain anything in one world but have several items in another. Due to this somewhat obvious fact, you should always be sure to check every area you can access in each of the worlds. If you feel like you are stuck, chances are you need to switch worlds to keep moving on.

Maps

The map feature is so critical in this game that it is given its own button on the controller. It may seem like you're peeking at the map constantly, but it is a necessity that feels very comfortable. A quick look can tell you where you are and where you need to go. What makes the in-game map so useful is that it updates special objects, displays some goals, and indicates if door/pathways are blocked or locked. This becomes a very important indication to track where you have been and what areas still need attention.

This updating map feature is also in effect on the main Silent Hill map. With the door, object and goal indicators the auto map will certainly become your best friend! If you get stuck just check your map to see if anything is highlighted or for any accessible doors you haven't tried.



COMBAT

Silent Hill Origins is not merely an adventure game — there is a lot of combat! How you choose to fight will be a personal preference. You can go toe-to-toe with melee weapons or blast away with firearms. Of course, you will need to master both systems in order to fully take advantage of what the game has to offer. Here are several important aspects to keep in mind.

Melee

Many of the available weapons in the game are hand-to-hand. There is a large assortment of various types of weapons, including swords, spears, knifes and hammers. Each class of weapon has its pros and cons. For example, hammer types are slower but tougher than spears, while knives are quick to use but give up valuable range. You can use any type of weapon that suits your fighting style. However, you have to keep in mind that damage and speed are not the only factors here. All melee weapons have a durability rating that determines how much they can be used before they break. Breaking a weapon during combat can seriously throw off your attack, so check them to see how much durability they have left by noting the color of the "+" indicator on the inventory screen. This little icon on the bottom-right corner will change from green to indicate it breaking.

One-Hit

There are several types of special melee weapons that will break on a single use. These one-hit weapons usually do a lot of damage. They are very useful for weakening a tough monster or dealing big damage in a bad situation. What makes these even more useful is that they can be thrown at your current locked-on enemy. Essentially, this fact makes these melee weapons deadly projectiles that you can use from a safe distance!

Charging Attacks

Both types of melee weapons (one-hit and standard) have a Charge Attack. They are both done be pressing and holding the Attack Button to power up the attack. For your regular melee weapons, this will usually result in a great lunging move that will give you increased range and damage. This takes a while to build up, so use this when a monster is slowly moving toward you or getting up. For the one-hit weapon, this actually turns the attack into a projectile as the object is launched at your enemy. These aren't as common as bullets, but they do a massive amount of damage, and when launched from a safe distance, they are hard to put down.

Firearms

You have several guns to choose from, and unlike the melee weapons, they will never break. Unfortunately, you will need ammo to fire these guns, so they cannot be used indefinitely. Firearms are a great way of killing monsters from a safe distance. Each gun has its own stats in terms of firing speed, range, rounds before reload and damage. Choose the right gun for the job based on the situation. Check out the Weapons Data section for a complete breakdown of each gun.

Here's a tip about reloading: Since guns will never break, you don't have to worry about that problem, but what is even worse is running out of ammo and shooting blanks at an approaching monster. You can reload your active gun while in combat stance by pressing down on the D-pad. However, the best way to reload your gun is to go into the inventory screen and manually select reload. Reloading your gun in combat stance takes a bit of time, and you can get hit, but if you manually reload the game when paused, you will always have full ammo!

Dealing with Monsters

Fighting monsters is a matter of personal approach. Once you know their attacks, you can decide on what type of weapon is best to put them down. The tricky thing to learn about monster combat is that each regular monster has two important ratings. They all have health that determines how much damage it will take to kill them. However, they also have a "fortitude" stat that is the threshold of how much damage they will take before getting knocked down. Unlike health, the fortitude will regenerate, so the monster will be able to stand and get knocked down again once it is depleted. For the most part, monsters will run out of fortitude before their health is gone, so they will stand back up if you don't finish them once their fortitude has recharged. This is why the finishing move is so important to take the rest of their health once they are down.

Grappling

Each monster has its own unique type of attacks, ranging from lunging moves to projectile assaults. Some even have a grapple move that they can perform if you "get too close." While the grapple attack may vary, it will always be one of two types. The first kind is the simpler one to deal with. A button prompt will appear on the screen, and you must press it rapidly to break free.

The other grapple situation will flash a button on screen to prompt you to quickly press the corresponding button in a small amount of time. If you press the wrong one or miss the short window of opportunity, the monster will attack. Some of these grapple moves can be fatal if you don't break their hold!

Finishing Move

Monsters run rampant in this game, and you need to know how to defeat them. Once a monster has been knocked down, you have a golden chance to finish it off before it can rise again. Just stand over the fallen and twitching foe, and press attack to deliver a killing attack. This is a very important technique, because it will save you a lot of fighting and wear/use on your weapons/ammo. Remember that a monster can fall down and still have a lot of health. If you wait for it to get up, you will consume a lot more effort and resources. Once it is down a single blow will finish it off. Furthermore, while performing the finishing move, you are immune to attack, so it is great even when surrounded by many foes.

How to Use This Guide

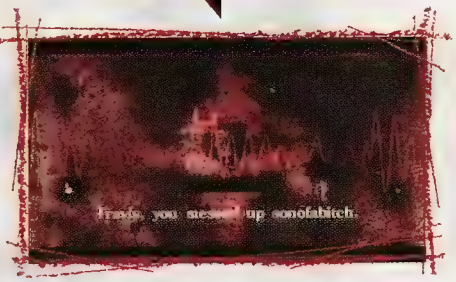
There are a lot of objects to interact with and two overlapping worlds to cope with! To make it a bit easier we have used the same color coding in the game and added a few more designations.

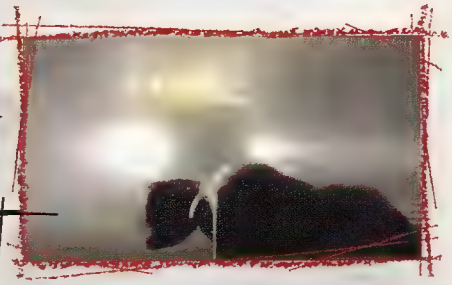
Supplies = **Bold red text**
Weapons and Items = **Bold blue text**
Ammo = **Bold green text**
Notes = **Bold brown text**
Mist World text = Normal black text
Other World text (OW) = "scary red text"

PROLOGUE

Shortcut Through Silent Hill

It may be hard to believe, but all the mystery, murders and nightmares of Silent Hill begin with an innocent attempt of a trucker taking a shortcut to get some rest from the road. Travis Grady is on his way to Brahms, but he could never foresee that this simple act would set in motion the events that will define the horrors of Silent Hill.





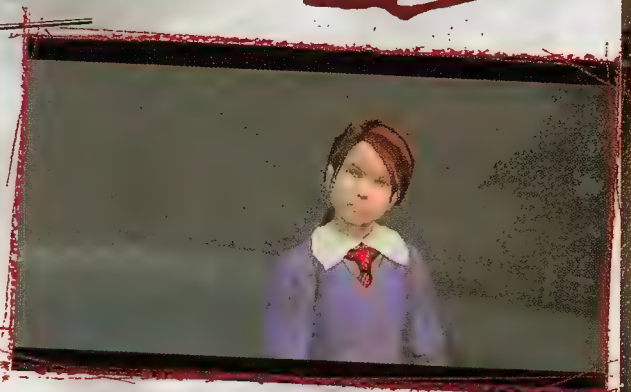
Travis' chat on his CB is cut short as his signal mysteriously breaks up mid-conversation. It is raining heavily and visibility is not great, especially at night. However, as weary as Travis may be, he notices a hooded figure staggering out into the middle of the road.

Strange visions pass through his mind, and as he fights to gain a mental focus, he must also fight to gain control of his massive truck that is speeding toward a helpless pedestrian.

Travis jams on the brakes. His trailer begins to skid, pushing his rig on the verge of jackknifing!

Luckily, or perhaps not, he is able to stop in time to prevent his truck from crushing the stranger in the street. After he exits the vehicle, he looks around for the wayward person. Nobody is lying in the street, but when he glances into the side view mirror of the cab, he sees a ghostly image of a girl surrounded by fog. He turns to confront the child, but she is not there. It is as if she is only in the mirror!

Travis peers out into the now consuming fog, and he can see a young girl in the distance who seems to beckon him. She turns to run away, and he follows in hot pursuit — eager to find out what's happening.



As he runs after the girl — determined to get some answers — the game begins its awesome intro music, and you can tell you are now entering Silent Hill. Follow the girl and continue running down the highway. There is only one way to go, and you don't have to worry about any objects on the side of the road. Just keep after the girl, and when you run past the sign welcoming you to Silent Hill, you will begin your adventure.

House on Fire

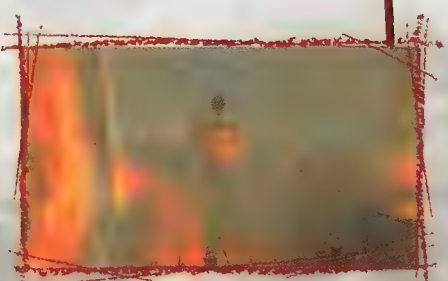
Travis is a good-hearted man who is not afraid to get his hands dirty. So when he comes upon a burning house, he doesn't just turn the other cheek. After he hears a scream coming from inside, he knows he must enter the flaming residence and save the helpless victim.

The inside of the house is ablaze! Running into any of the fiery walls will send Travis reeling in pain. The scream you heard came from upstairs — walk forward and turn to the right to ascend the staircase.

All the other doors on this floor are not accessible, so simply walk forward and open the door right in front of you.

This room is a maze of sorts that is sectioned off by flaming walls and burning debris. The good news is that there is only one path to take you through this labyrinth.

Run forward and take your first left past a chair. Walk forward a few paces and make a quick right past another chair. Again, you will only walk a few paces, and you will need to make a right (the path to the left is a dead end).

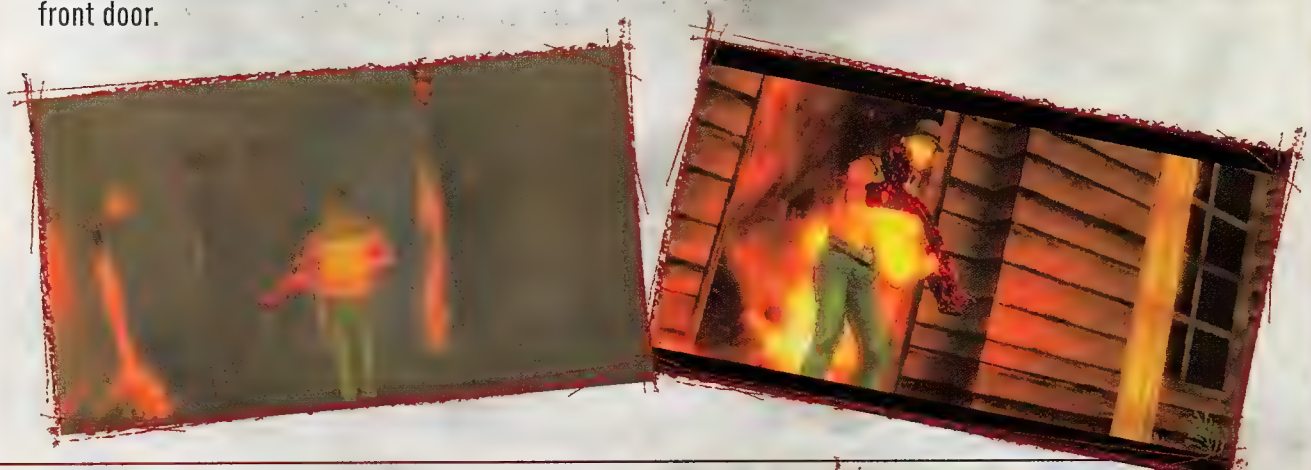


Save the Child!

Follow this path around a desk in an S-curve, and you will find a burnt child on the floor with a strange, demonic-looking insignia. Being the hero that you are, you refuse to let her die. You scoop the charred child into your arms, and make your way out of the house. When you approach the door you first entered, the floor will give way, and you will fall with the child to the first floor.

Run forward, and as you round the corner to the left, the insignia you saw under the child will appear in front of a path that is blocked by fire. The flames will vanish, and you can proceed past this barrier.

Continue your escape, and turn right, looping around a fiery couch. Another flame barrier lies in front of you, but as you approach, it will disappear. Follow the path that curves to the left, and go through the door. Head forward and turn left at the staircase you used earlier to leave the inferno through the open front door.



As you exit the burning abode, it collapses. It looks like you were conveniently just in time to save this child. The strain of this harrowing event takes it toll, as once you and the child are safe from danger, you pass out.

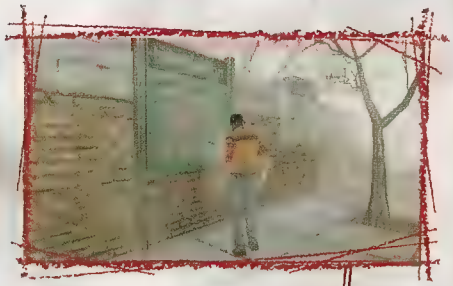
STREETS OF SILENT HILL 1

Start to Hospital

The Town: Mist World

Visit the Girl at the Hospital

You awake after that harrowing evening on a bench in a daze. A quick look around confirms that you are in Silent Hill and that some bizarre mist is covering the entire city. The first thought that comes to your mind is: What happened to the child you saved? Travis has to know what happened to her, so it is off to the Hospital.



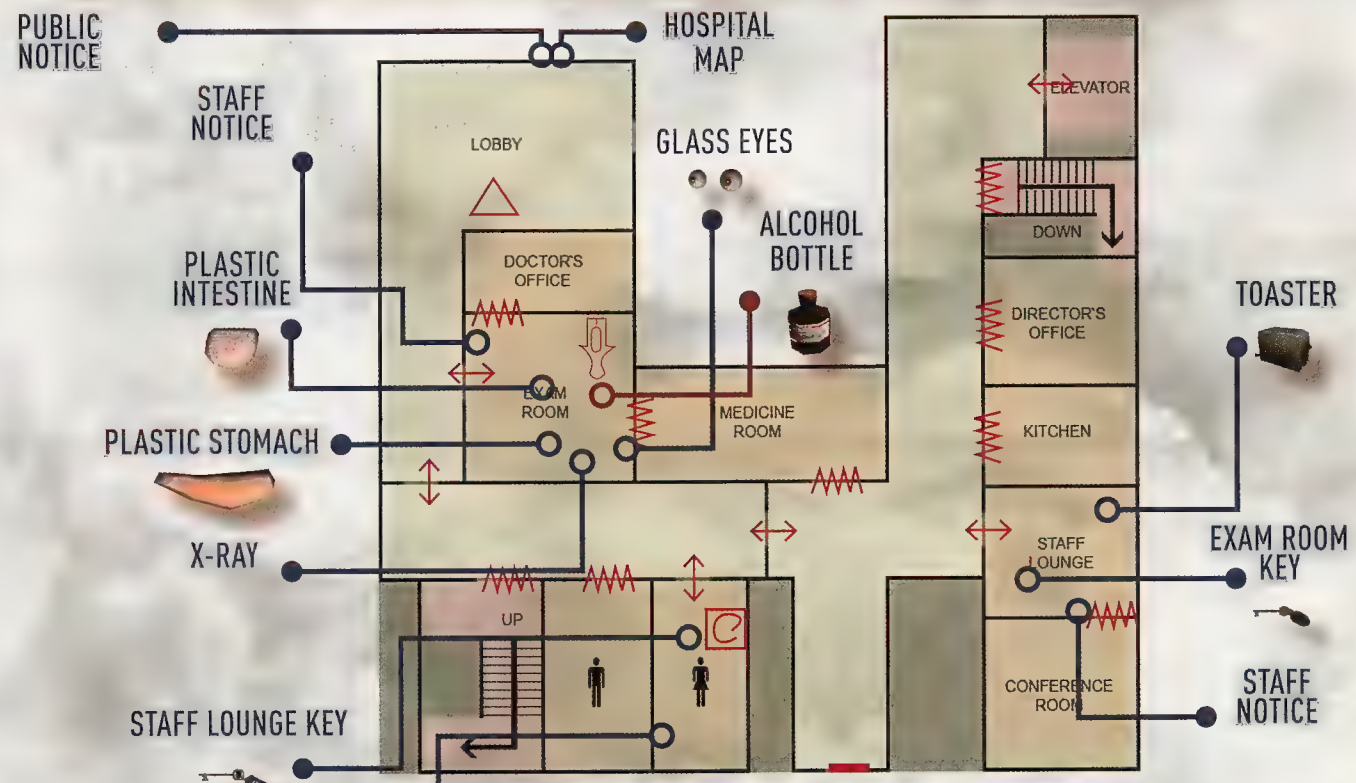
You start out in the middle of Crichton St., so head north down this road to the Hospital. You cannot detour very far, or Travis will remind you that he wants to check on the child.

Run all the way up the road, and pick up the **Health Drink** near a light pole in the corner of the park.

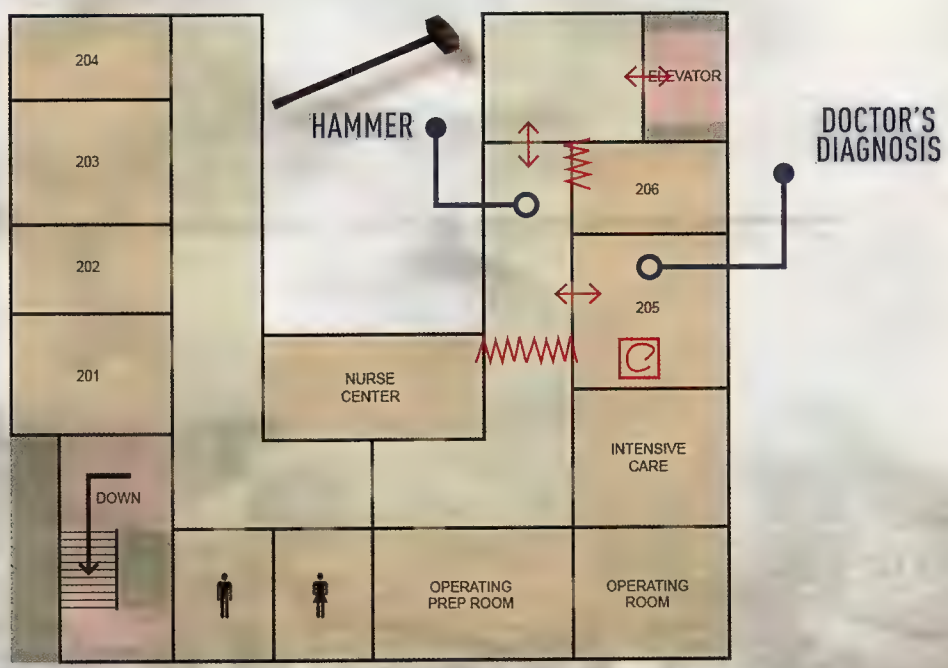
Head back down the road to the right side of the Post Office. There is a narrow alley here (grey on the map) that hides a few items. Climb the metal fire escape staircase to find the **Room 502 Key**. (**NOTE:** This is only available after you have beaten the game once.) Descend the metal stairs, and go to the end to the alley to find another **Health Drink**. Andy's Books, that is located on this street, is locked and all other areas are blocked, so it is time to enter your first main area by climbing the steps to the Hospital.

Area ONE

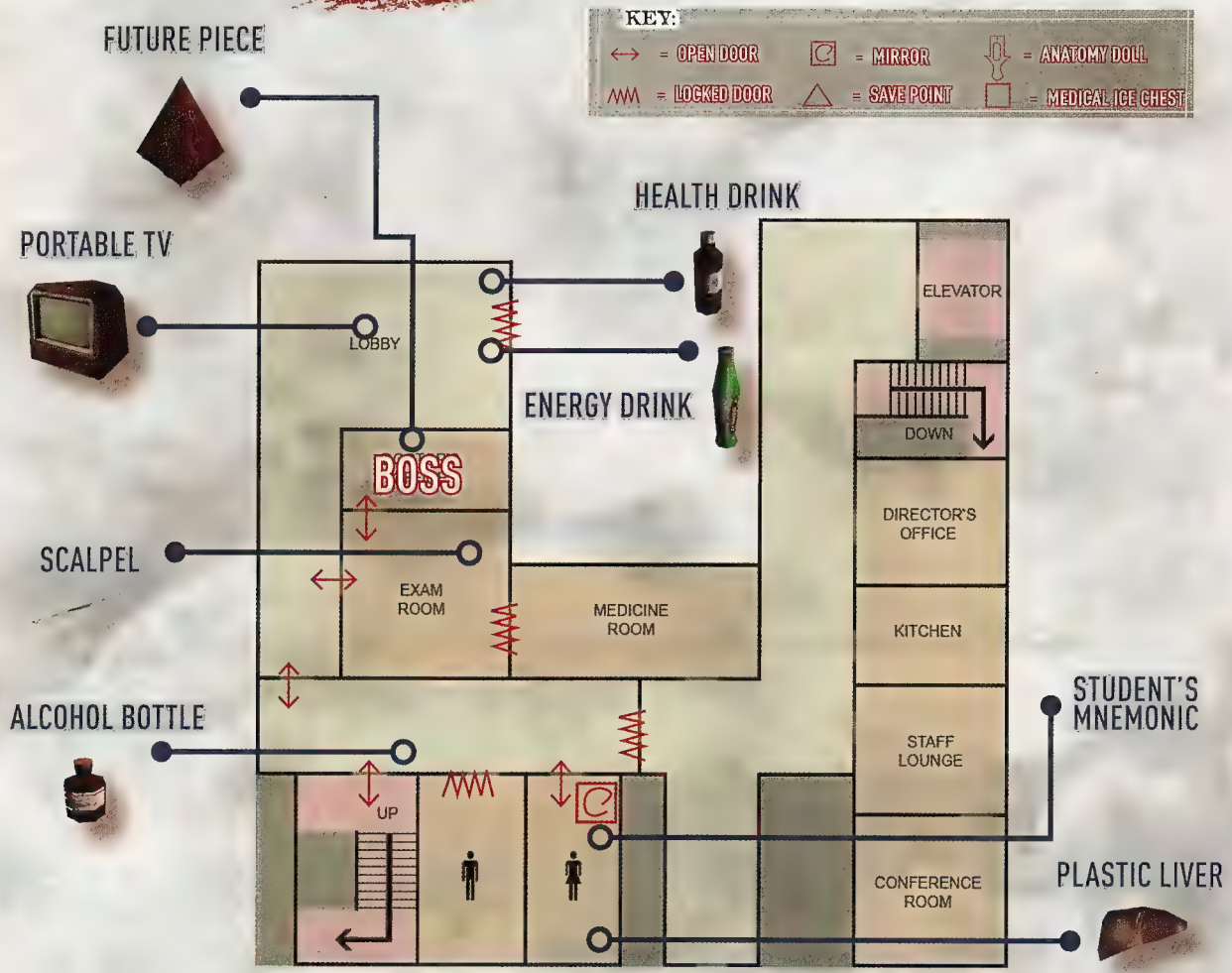
ALCHEMILLA HOSPITAL



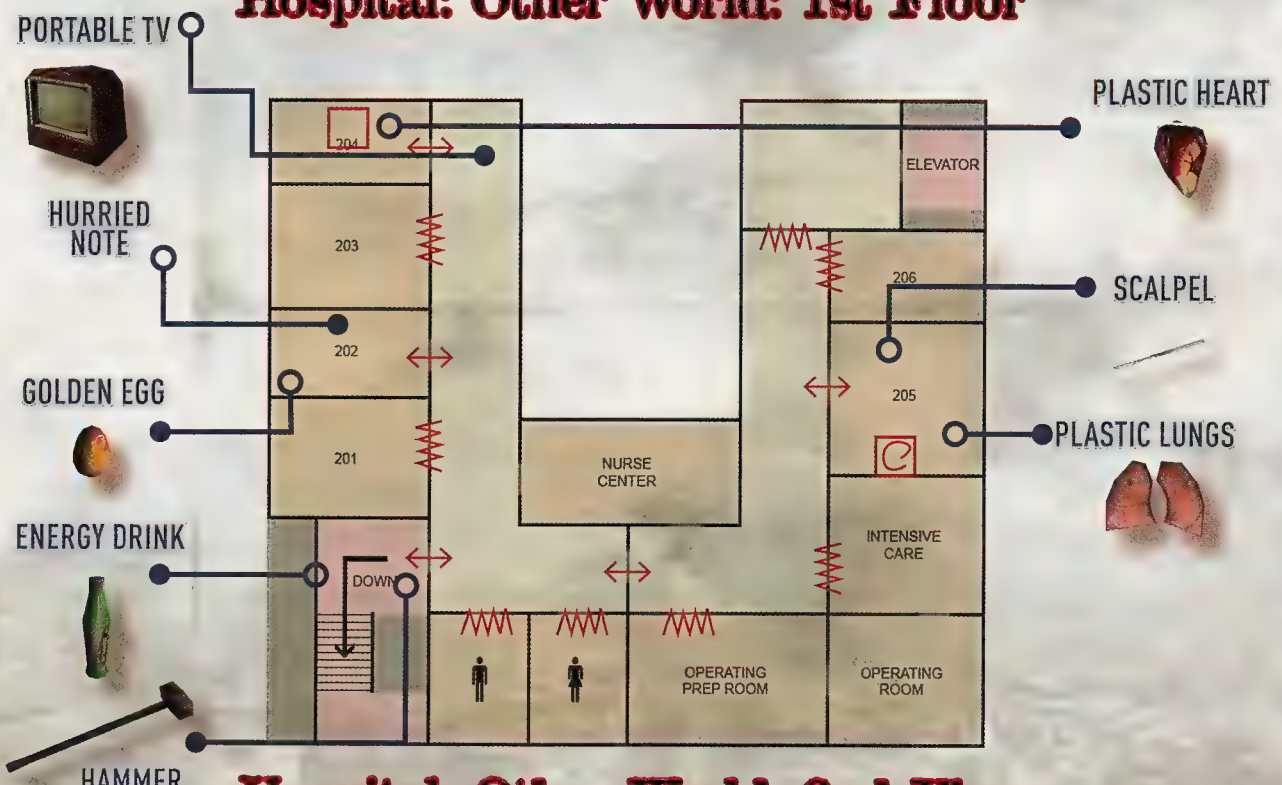
Hospital: Mist World: 1st Floor



Hospital: Mist World: 2nd Floor

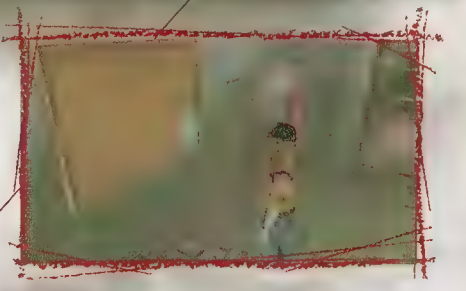


Hospital: Other World: 1st Floor



Hospital: Other World: 2nd Floor

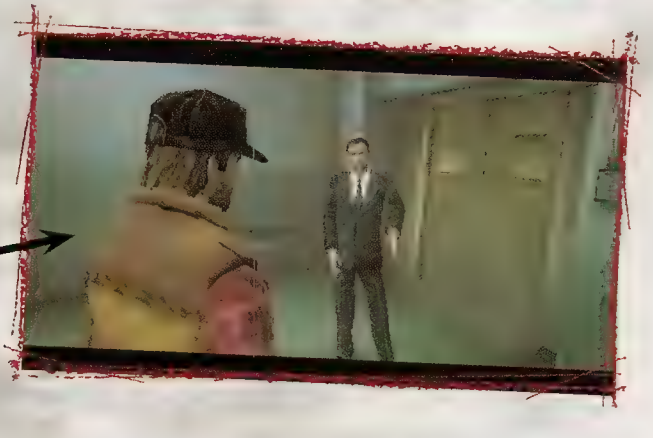
Find the Burnt Child



You are probably anxious to explore the first area and to learn the fate of the child you rescued, but make sure to look to the left of where you first entered. On this wall is a bulletin board with the **Map** to the hospital and a note: **Public Notice**.

Walk around the large counter in the lobby to find the Save icon. You can use this now, plus you can return here whenever you feel the need to do so.

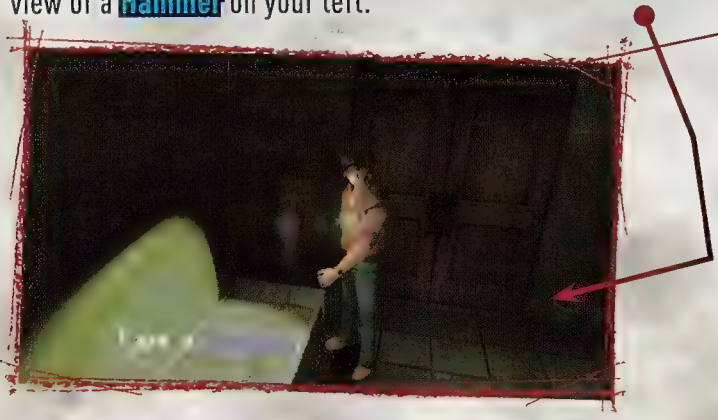
For now, the Exam Room Door is locked, so continue down the hallway through the door. The doors to the Staircase and the Men's Washroom are inaccessible. Also, the Women's Restroom Door is locked from the other side. You have no choice but to enter the next hallway.



The Staff Lounge is locked and the other doorways are blocked, so head north to the end of this hallway. Here you will encounter Dr. Kaufmann. He claims they have had no new patients, but you aren't buying it.

Follow him to the second floor by pressing the Elevator Button on the panel to the right of the doors. Once inside, you will need to press the No. 2 button to get to the second floor. The other floors are not available to you at this time.

There is nothing in this first room, so go through the door when you are ready — and I mean ready for a surprise! As soon as you enter this hallway, you spot a Nurse, and you try to ask her about the child. That doesn't go so well, especially when you realize it doesn't have a face and wants to kill you! The camera swings to a view of a **Hammer** on your left.

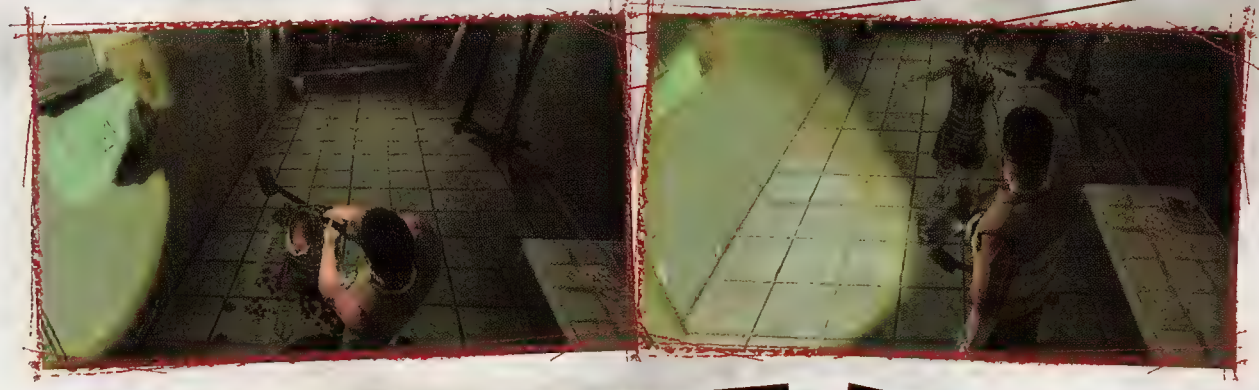


ITEM ACQUIRED!
HAMMER

DAMAGE: 20

This is a good ol' construction-grade sledgehammer. Nothing has damage and destruction like a heavy hammer. However, its weight has a hefty price to pay, since it is a very slow weapon to swing. While it does have good range, you have to be careful using this up close, because most monsters can attack faster than you swing.

Take the visual cue, and press X to pick it up. Quickly equip the weapon, and tap the Camera Button to get a better view of your assailant. It will only take a few hits with this heavy Hammer to drop the undead Nurse, but make sure you use the finishing move to stop it cold.



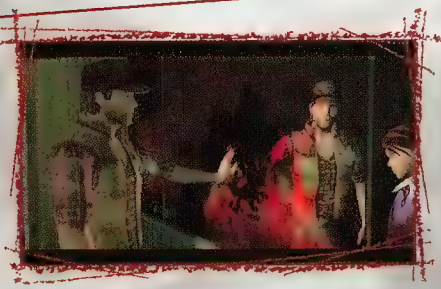
ENEMY ENCOUNTER!
NURSE

HEALTH: 100

The Nurses are the base level monsters in the game. They are not very dangerous unless they are in groups, but they are still nothing to take for granted. If you are low on precious weapons, you can even fight them hand-to-hand. However, look out for their Grapple Attack. If they get in close, they can grab you! You must then rapidly press the X Button shown on screen to escape.

Mirrors Are the Gateway

With your first battle under your belt, walk down to Room 205 and enter it. On a tray table on the right side of the room is the **Doctor's Diagnosis**. You will notice a wall-sized mirror in the room, but there is nothing else to do for now. Attempt to leave the room, and you will see a girl who appears to be on the other side of the mirror.



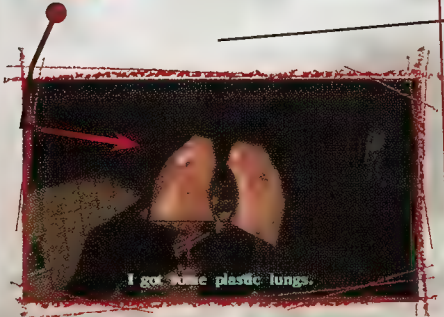
Approach the mirror, and use it to learn the chief mechanic of this game: the ability to change from the Mist world to the Other world. As you touch the glass, you will experience the transformation into the horrible world of nightmares. Items and monsters are different in the location, so always keep that in mind.

ITEM ACQUIRED!
SCALPEL

DAMAGE: 17

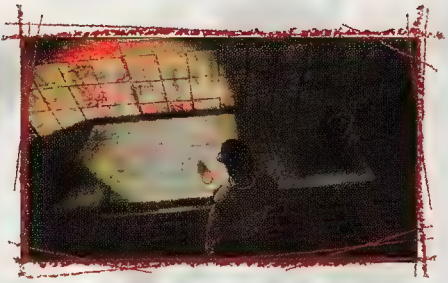
A pretty familiar sight in a hospital, the Scalpel is just as fearsome in the game as in real life. A surgically sharp blade on a light handle makes this a great weapon for dealing damage very quickly. Use rapid stabs to immobilize monsters so they can't fight back.

For example, the hospital bed that contained nothing now has a **Scalpel**. More importantly is that to the left of the giant mirror is a box that contains the **Plastic Lungs**.

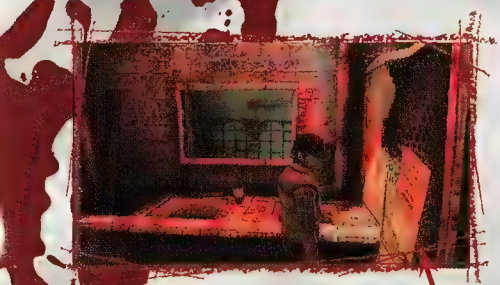


Before you leave 205, there is one more item you need to pick up. To the right of the door in a medicine cabinet is a **Health Drink**. When you go back into the hallway, another Nurse awaits you. You can use either weapon you have to dispatch this foe, but if you are having any trouble, remember the Scalpel is faster.

You can't go back the way you came, so continue south to explore the Hospital. The other two rooms in this hallway are blocked, so go west into the next hallway. Room 202 is open — make your way inside, and grab the **Golden Egg** and the **Hurried Note** from the counter to the left of the sink.



Open the Yellow Inferno Door



Exit the room and go to the end of the hallway to find the **Portable TV**. This is a heavy, one-hit weapon that can drop weaker foes instantly. Enter Room 204 right next to you, and walk up to the table to find the **Bloody Note**. This scrap of paper will give you a valuable hint on how to open the medical ice chest.

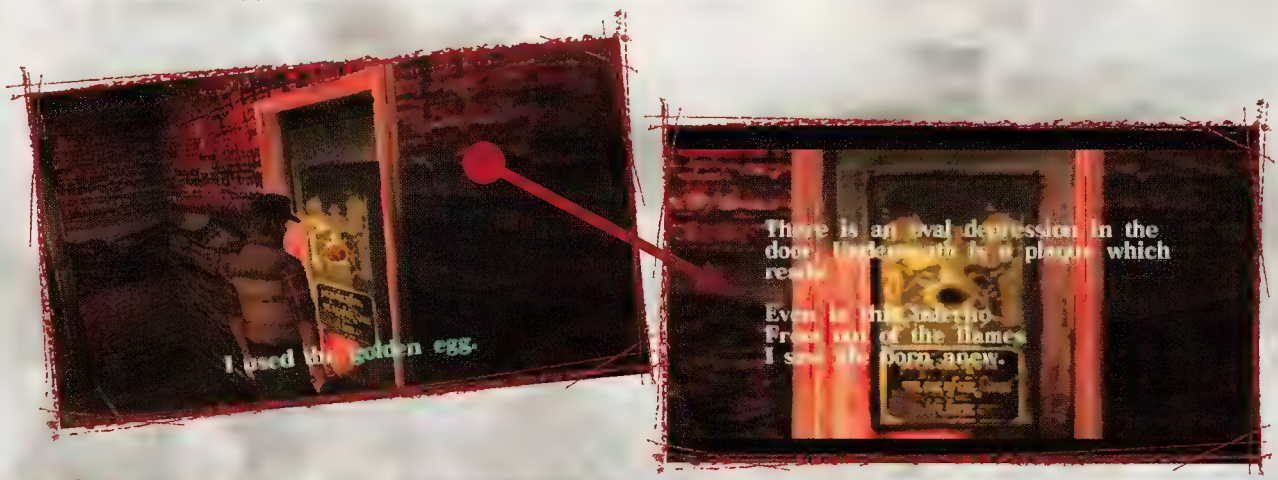
ITEM ACQUIRED!
PORTABLE TV

DAMAGE: 100

These little TVs are great for catching up on your hottest syndicated shows, but more importantly, they are extremely heavy and deal a lot of damage. This is a one-use weapon that will be destroyed on impact, so prepare to immediately equip another weapon after use. Pull this out any time you need to drop a monster quickly.

When you head out of this room and attempt to go back down the hallway, another Nurse will appear. If you are using the Hammer, it will break on the last hit before it drops this foe. Take this as a lesson that all melee weapons will eventually "break."

Travel to the staircase and open the door. On the left-hand side is another **Hammer** to replace the one you might have broken. At the top stair on the left before you descend, be sure to pick up the Energy Drink. Go down the stairs to the first floor. Before you open the door, prepare your weapons of choice, as another Nurse awaits you. After dispatching the Nurse, grab the **Alcohol Bottle** on the rack. This is another one-hit weapon that packs a big punch. The only door accessible to you is the one with the yellow image that covers the door to the Women's Restroom. Use the Golden Egg you obtained earlier to unlock the door.



ITEM ACQUIRED!

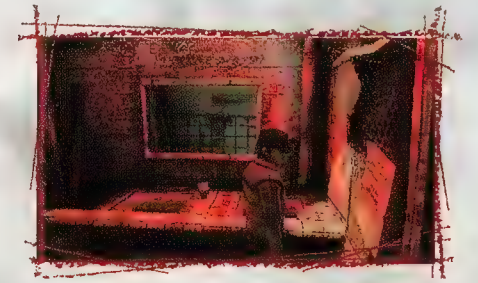
ALCOHOL BOTTLE

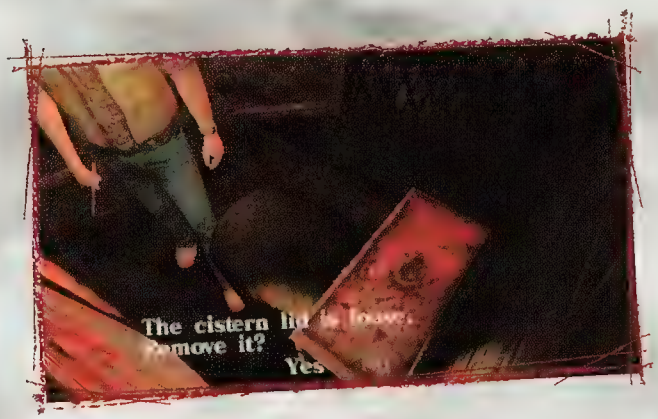
DAMAGE: 75

This medical-grade alcohol is the highlight of hospital office parties, but it also makes a great weapon. This bottle pack quite a kick, but as you would guess, the fragile glass will shatter after one hit. Reserve the use of these big objects for troublesome foes.

Crack the Ice Chest Code

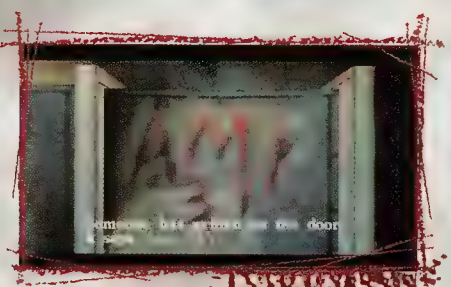
Inside the ladies' room, look to the small section of the wall to the right of the mirror (don't use the mirror yet). It contains the **Student's Mnemonic** that will give you a handy way to remember anatomy.



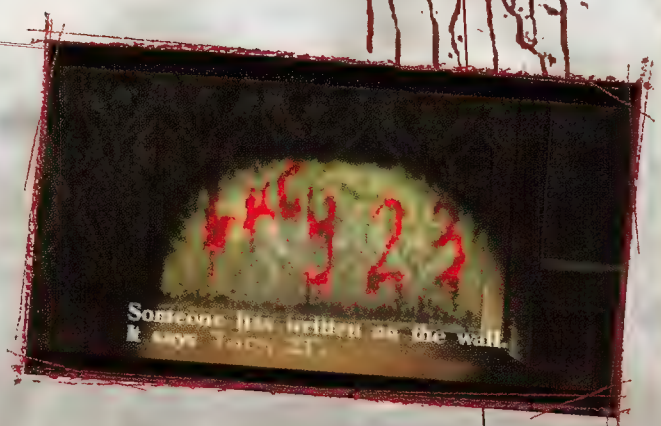


Walk to the last stall, and you will notice that the cistern can be lifted. Remove the top cover to reveal the **Plastic Liver**. Grab this fun organ, and use the mirror to switch back to the Mist World.

Now that you are back to a slightly less dangerous world, be sure to pick up the new items, like the **Energy Drink** on the floor and the **Staff Lounge Key** on the toilet in the last stall. Before you leave, take note of the door in the middle stall. Someone has written something in blood: Amy 31.



When you leave this room, you will unlock the door. Go out and turn right to make your way to the Staff Lounge to try out your new key. The key will unlock the door when you attempt to enter the room. Just to the left of the door is another message written in blood. Take careful note of this scrawling: Lucy 23.



On the counter in the corner is a handy one-hit weapon: the **Toaster**. Also dangling near it is the **Exam Room Key**. As you make your way around the counter, check out the **Staff Notice** on the cork board. On the opposite side of the room is an **Energy Drink**.

ITEM ACQUIRED!
TOASTER

DAMAGE: 75

A somewhat small electric appliance that still is capable of delivering high damage, this bread warmer will expire after its first use, so be selective when using it.

Anatomy Lesson

Another key means another new room to check out. After you are done collecting the goodies, head through the next two hallways to the Exam Room and use the key. On the desk is the **Staff Memo**. Pick it up, and take a look at the X-ray on the large lighted board. Press the light switch to read the X-ray and the message: Sarah 19.

To the left of the X-ray are two sinks that each contains a valuable item. Pick up the **Plastic Intestine** in the first and the **Plastic Stomach** in the second.

Grab the Alcohol Bottle near the door, but be sure to check out the main attraction: the Anatomy Doll. Right now you don't have all the pieces to complete this puzzle. Remember that ice chest you ran across before in Room 204? Well, it's time to find the last piece of this anatomy lesson.

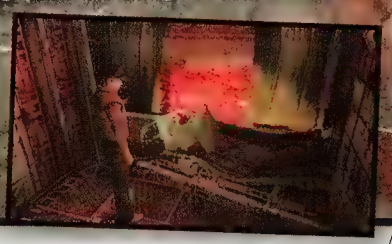
Go back to the Women's Restroom and reenter the Other World. Head to the left and climb the stairs to the second floor. Run up to Room 204 and enter it to solve the Ice Chest Puzzle.

PUZZLE: Ice Chest

HINT: The three beauties who cause it to pump are the key. Age before beauty.

REWARD: Plastic Heart

Press X to examine the ice chest and bring up the keypad. You need to enter the code to open the chest, and the key to this puzzle lies in the Bloody Note. The solution to this puzzle lies literal in the translation of the note. The three beauties the note refers to mean the combination involves three women. You have already seen the names and numbers of three women so far. The numbers correspond to their ages, and as the note states, age before beauty. Thus, you must enter the oldest age to the youngest. So enter 31 23 and 19 to open the chest.



Collect the last piece of plastic body parts, and exit into the hallway to return to the doll. A Nurse will ambush you as soon as you open the door. Dispatch it quickly, and head back down stairs. Another Nurse ambush awaits you when you go through the door. It is very close, and if you are caught off guard, it will grab you. If this happens, rapidly hit X to break free and destroy this creepy foe.

Enter the Women's Restroom, and use the mirror to go back to the Mist World. After you are back in a more normal environment, go to the end of the hall and proceed north to the Exam Room. Walk over to the doll, and it's time to put this body back together.

PUZZLE: Anatomy Doll

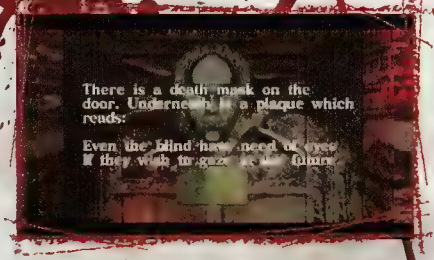
HINT: Follow the order of the Mnemonic.

REWARD: Glass Eyes

Press X to take a look at the doll, and you will be shown an empty body cavity with all the organs you have collected on the bottom. Follow the order of the Student's Mnemonic. The first few letters in red show you the order: Inside Stevie Little Henry Lurks. This means you should place the Intestine, Stomach, Liver, Heart and Lungs in that order from bottom to the top. The pieces will snap into place when they are in the right position. You can actually place some of the pieces out of this strict order, but you must place the Heart before the Lungs and the Stomach before the Liver.

When all the pieces are correctly positioned, the doll will open its eyes. Walk around to its head and press X to take the glass eyes.

Restore Sight to the Death Mask



With the Glass Eyes, you can now open the final blocked door in the Other World near the Exam Room. Go back to the Women's Restroom and use the mirror. Exit the door and look at the strange mask covering the door. Go into your inventory and use the Glass Eyes to unlock the door.

Before you open the door, make sure you are ready for a fight. Behind this door is not one but two Nurses! This is the first time you will have to deal with two foes, and it can be tricky. Your goal is to dispatch one as quickly as possible and deliver the deathblow. When you are performing the finishing move, you cannot be hit, but while you are fighting, either of them can strike you. To make matters worse, all those attacks could easily break your weapon.

Go down to the end of the hall and grab the **Portable TV**. Turn to the left, and right before the double doors, you can find a **Health Drink** and **Energy Drink**. This will come in handy to replace the items you just used in the previous fight.

When you gathered the loot, go back down the hallway and enter the Exam Room. On a small table next to the now bloody doll is a Scalpel. Make sure you are healed and armed when you enter the Doctor's Office, because you will face a new foe!

BOSS

Straightjacket

HEALTH: 175

This warped-looking enemy is not something you should take lightly. Although its arms appear to be bound to its body in a twisted and mutilated straitjacket, it's extremely deadly. It's a pretty versatile creature with an up-close grapple attack and a long-range projectile. From afar it spits a corrosive acid that can take you out in a few hits. You must dodge this projectile vomiting, or you will take a great deal of damage.

Because of this obvious fact, it is best to get up close and deal damage as quickly as possible. However, you can't merely run right at this foe, or you face getting grabbed! (Well, its hands are bound, but it can jump on you and wrap its legs around you.) If this happens, you must quickly press the button that it shows on the screen or face taking damage if you fail to counter its attack.

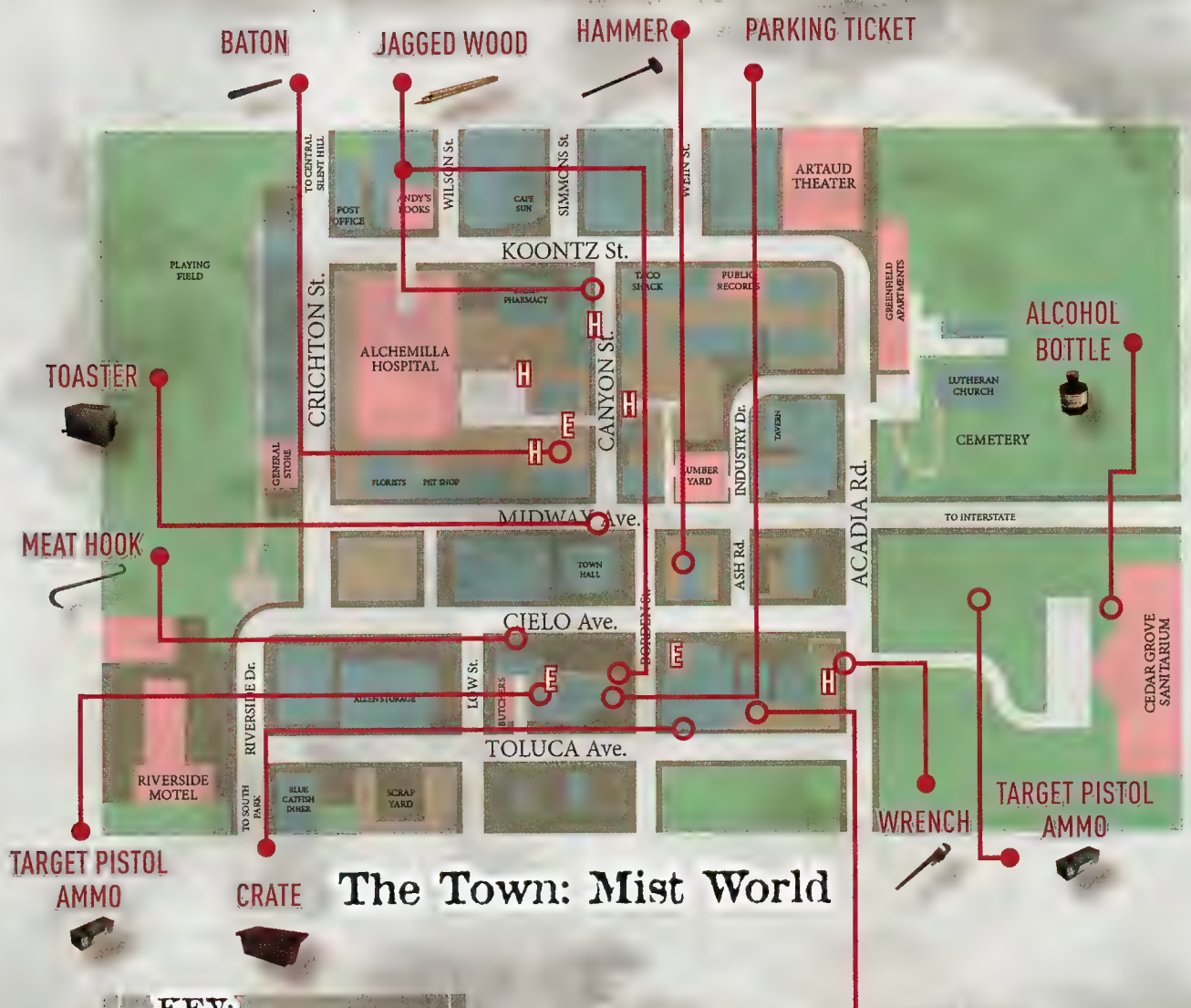
The best strategy to defeat this monster is out maneuver it to avoid its main attacks. Simply run around it, and hit it from the back! Continue to circle the creature until you are comfortable at its back, then you can land an attack with no fear or relation. Equip your heaviest weapon, such as a Portable TV, Toaster, etc., and deal some big damage when you get the chance. Just be sure to quickly select another weapon when this one is used.

Another key point to keep in mind when battling this foe is that besides circling the monster, you should hit it quickly once you are up close. If you can strike it fast enough when you are in its "face," it will not have time to react and launch any attacks. To this end a quick weapon, like the Scalpel, can be very handy, but you can even use your fists if you are quick and relentless on your attack.

Pick up the object in the center of the room to collect the Future Piece. The mysterious little girl you saw earlier will appear and knock you unconscious with her mental abilities.

STREETS OF SILENT HILL 2

Hospital to Sanitarium



The Town: Mist World

KEY:

ENERGY DRINK = E

HEALTH DRINK = H

Canyon Street

After your brief chat with Lisa, you are in hot pursuit of her and any answers she can provide. Exit the Hospital at the back door, and run out into the edge of the courtyard to collect a **Health Drink**.

Run out into the street, and you will be greeted by a Straightjacket, which is the same type of creature that you just fought as the boss of the Hospital. Since you have plenty of room, run around it and strike it from behind.

ENEMY ENCOUNTER!
STRAIGHTJACKET

HEALTH: 125

This monster may have its arms bound, but that does not mean it can't physically attack you. If you get too close, this creature will jump on you, wrap its legs around your waist, and spit acid in your face. Also, this thing is a menace from afar, since it can vomit its deadly toxin at great distance. The best way to tackle this foe is to circle around to its back and strike it from behind. Be sure to hit it fast and furious so it doesn't get a chance to retaliate.

After you dispatch that monster, continue north to the right side of the dead-end road. Here you will find a **Health Drink** and a piece of **Jagged Wood**.

ITEM ACQUIRED!
JAGGED WOOD

DAMAGE: 20

This may be your last choice for a weapon, because it is very fragile. It will snap after only a few hits, but what can you expect from a piece of wood? Its most effective use is the Charge Attack that covers a huge distance with the jagged edge being thrust at your enemy.

Head back south down Canyon Street, and two more Straightjacket will assault you. You have plenty of room to out maneuver these monsters, but be very careful that you don't get caught in the crossfire of an acid bath. Try to lure them apart and deal with each one in turn. On the west side of the road is a police car with a bunch of boxes. Search the open box for an **Energy Drink** and the hood of the police car for a **Baton** and a **Health Drink**.

ITEM ACQUIRED!
BATON

DAMAGE: 18

The Baton is a standard-issued billy club that is somewhat high on durability but not very good at keeping enemies down. It is faster than the Hammer, so it is a decent choice to inflict some pain, but don't expect it to kill your foes too easily.

Midway Avenue

Run down the end of the road and on the other side of Midway is another Straightjacket and a **Toaster** near an overturned trash can.

Take a brief detour here if you are in the mood and go east on Midway to a small alley. The Lumber Yard is locked for now, and as you run down to the end, another Straightjacket will assault you. This can be a bit tricky, since there is not a lot of room to run, but you should keep in mind that you can run past the creature if you need to. Take a left at the T intersection and claim your prize: a **Health Drink**.

Borden Street

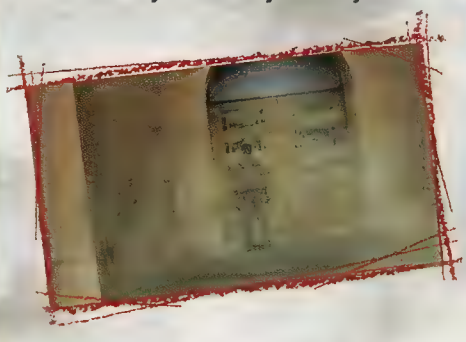
There is nothing else to do on this end of Midway, so head back west down Borden Street. On the east side of the road you will find a **Health Drink** near a grey wooden fence. Further down this side of the road you can find a **Hammer** by a small section of fence and two upright trash cans.

Cielo Avenue

Cross Cielo Avenue and right before the dead end to the east is an **Energy Drink**. Since your path here is blocked, go back west on Cielo Avenue on the south side of the road. Look near a tree by the brick wall at the corner of the road to find **Jagged Wood**. A bit further west you will find a **Meat Hook** near a dumpster.

ITEM ACQUIRED!
MEAT HOOK
DAMAGE: 30
Surprisingly or not, this utility item makes a great weapon. It is fast, long and really sharp. Save this hook for some of the tougher enemies, as it is a great damage and amazing durability.

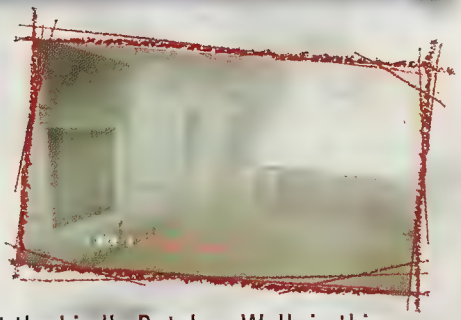
The opposite side of the street has a small alley that connects to Midway. Half way down you can find a piece of **Jagged Wood**. However, more importantly, be sure to walk up the steps of Town Hall to collect the **Health Drink**.



Low Street

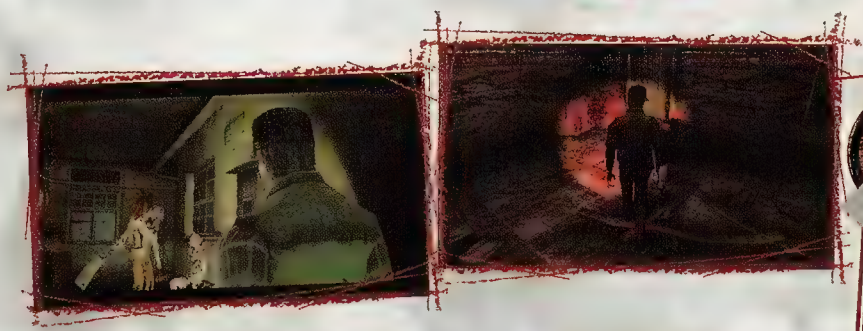
When you reach Low Street, take a left and run all the way down to the Butchers. Going through this door is your only option — all other roads are blocked.

The Butcher Shop



On the deli counter is a **Health Drink** and on the opposite wall is a Save icon. Be sure to take advantage of the save option if you have done a lot of exploring, because there is still a ways to go before you hit the Sanitarium.

Grab a **Meat Hook** from a slab of "something" hanging in the corner. Go through the only door and prepare to meet the kindly Butcher. Well, in this crazy town, nothing is too friendly. In fact, you arrive just in time to watch the Butcher practically slice a Nurse right in half. Once you're over the shock, grab the **First-Aid Kit** on the wall between the set of double doors. Also, be sure to grab the **Energy Drink** on the opposite wall of the dead nurse.



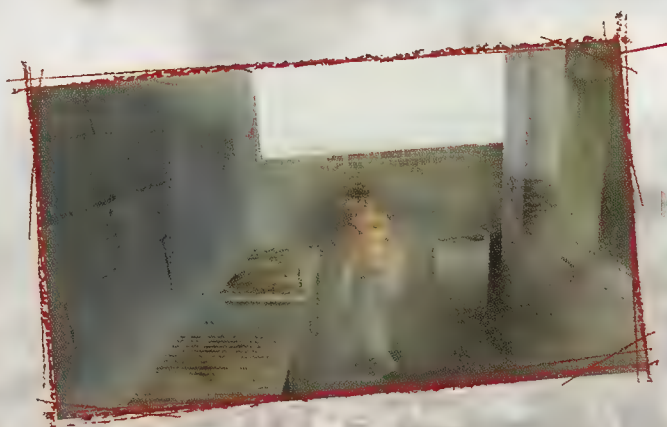
As you turn the corner, pull the **Meat Cleaver** out of the slab of meat. Go down the hallway, and exit through the back door into the back of the Butcher's alleyway.

ITEM ACQUIRED!
MEAT CLEAVER

DAMAGE: 40

This is a great tool for chopping and cutting away at monsters. It is not as long as some of the other stick-like melee weapons, but it is quick and powerful enough to chop through flesh and bone!

Toluca Avenue



Walk down and go east to the next alley on the same side of the road. In the back of this alley you will find **Target Pistol Ammo** and an **Energy Drink**. Of course, another Straightjacket awaits you in this general spot, so dispatch it quickly and then head down to a green car with a ticket on the windshield to find a **Parking Ticket**.

ENEMY ENCOUNTER!
CARRION

HEALTH: 125

The hideous beast acts like a mutated dog and will lunge at you without hesitation. It has a small head and a large body and hindquarter, but do not attempt to fight it head on. Try to make it leap at you so you can run around it to attack from the side or rear. However, this is a pretty tough monster to avoid. The easiest and most logical choice is to use your firearms from a safe distance.

At the next intersection you will be in for a pretty good battle! You might not only find two Straightjacket but also the Carrion. This can be a tough fight if all three monsters are grouped together. You might want to consider using a one-hit weapon to drop one of the monsters to lessen the crowd. If this gets too hectic, just run away until you can tackle them one at a time.

Acadia Road

Continue down the north side of Toluca Avenue, and stop by a dumpster to grab the **Crate** and then a piece of **Jagged Wood** further down the road. When you reach the intersection of Acadia Road, take a left and go north. On the right side of the road is a car jutting out of a small garage. Grab the **Wrench** and **Health Drink** off the hood before you enter the gates of the Sanitarium.

ITEM ACQUIRED!
CRATE

DAMAGE: 40

This is another one-use weapon, but since it is made out of plastic, it's not very damaging. It may not be as powerful as some of the other single-hit weapons, but it can still help out in a pinch.

ITEM ACQUIRED!
WRENCH

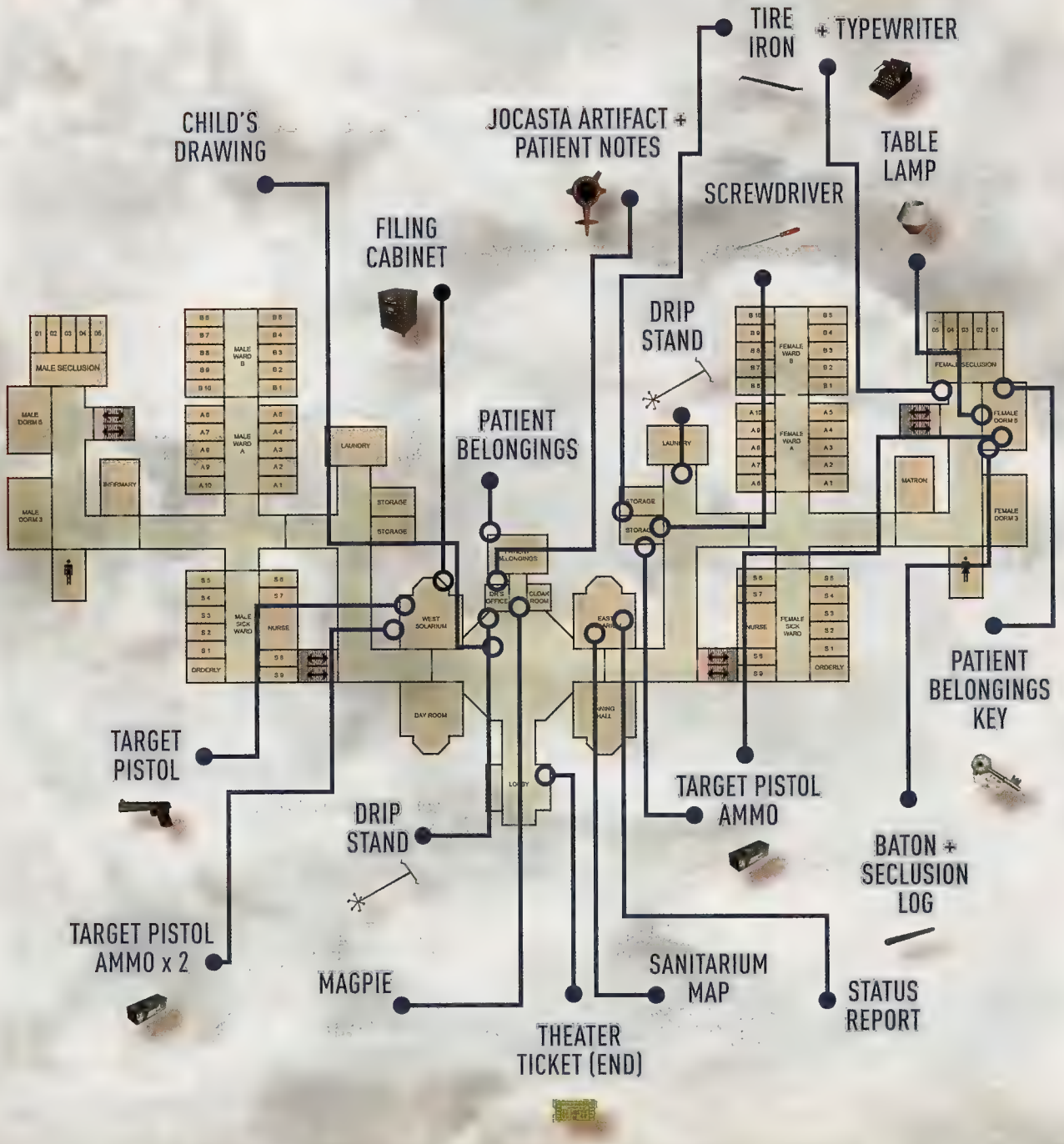
DAMAGE: 30

This is something a truck mechanic would use on the axel of a big rig. It has a long handle to give you the reach you need. It is one of the most sturdy weapons and has a fast swing.

Take a quick look around the expansive grounds before you enter the actual Sanitarium. There is an **Alcohol Bottle** on a window ledge to the left of the entrance and some **Target Pistol Ammo** near one of the trees in the corner...

Area TWO

CEDAR GROVE SANITARIUM



Sanitarium: Mist World: 1st Floor

(Key Items)

KEY:

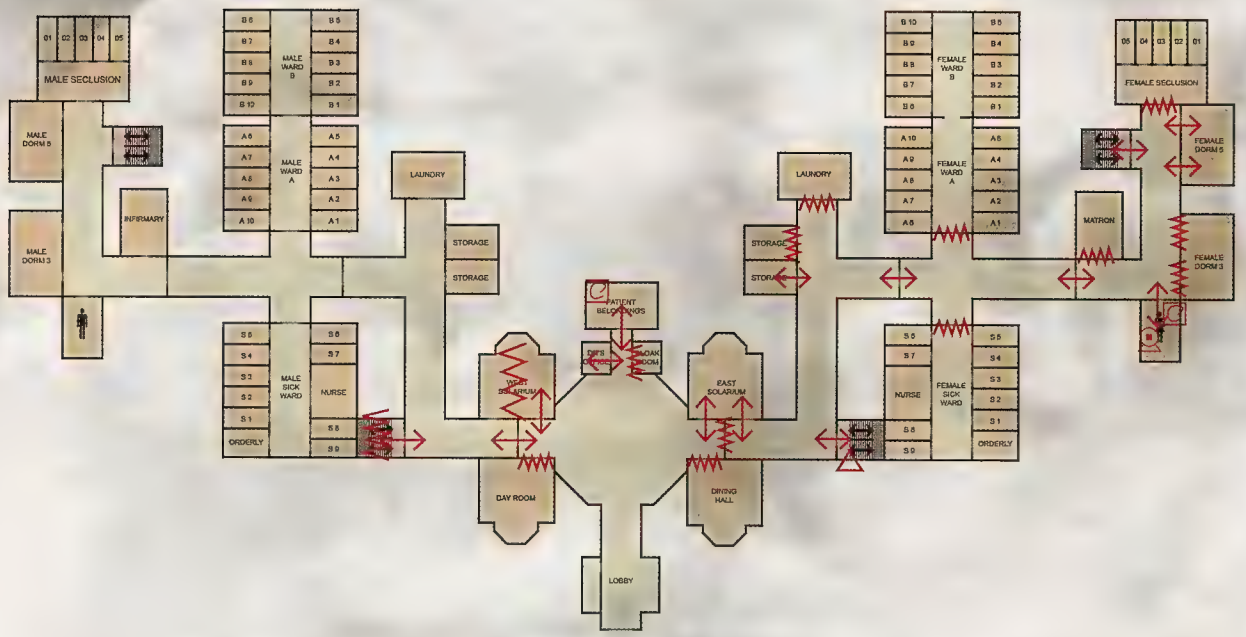
↔ = OPEN DOOR

= MIRROR

= TOILET

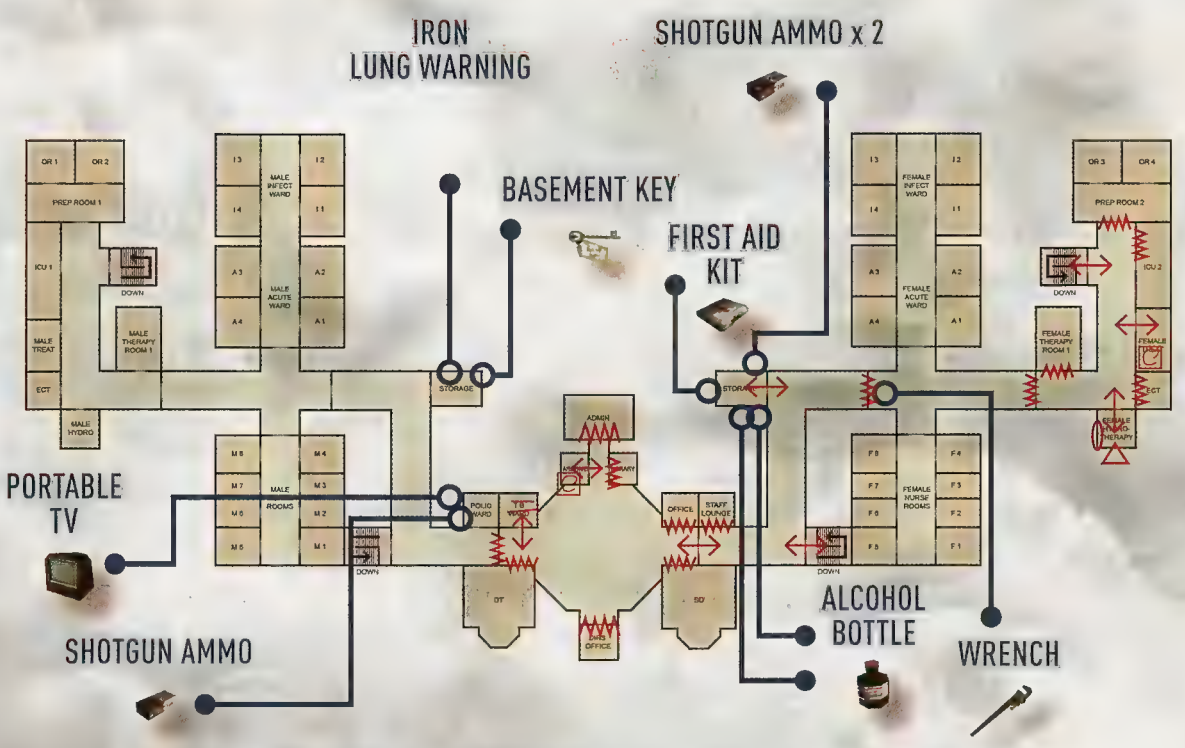
= LOCKED DOOR

= SAVE POINT

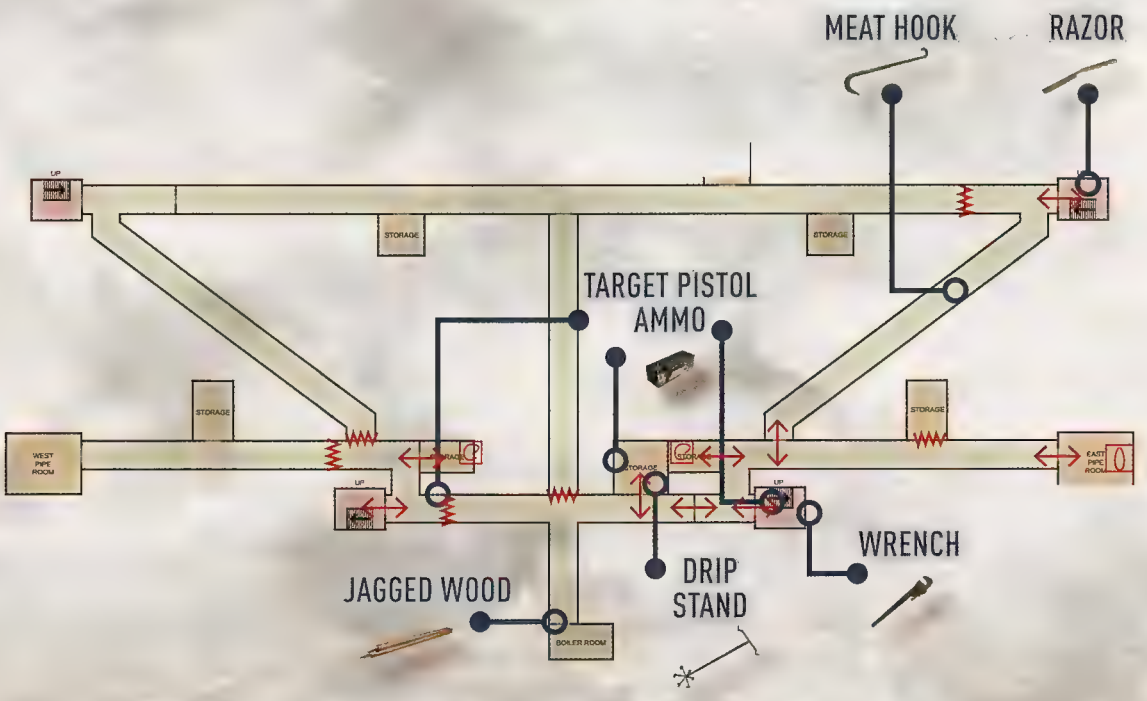


Sanitarium: Mist World: 1st Floor

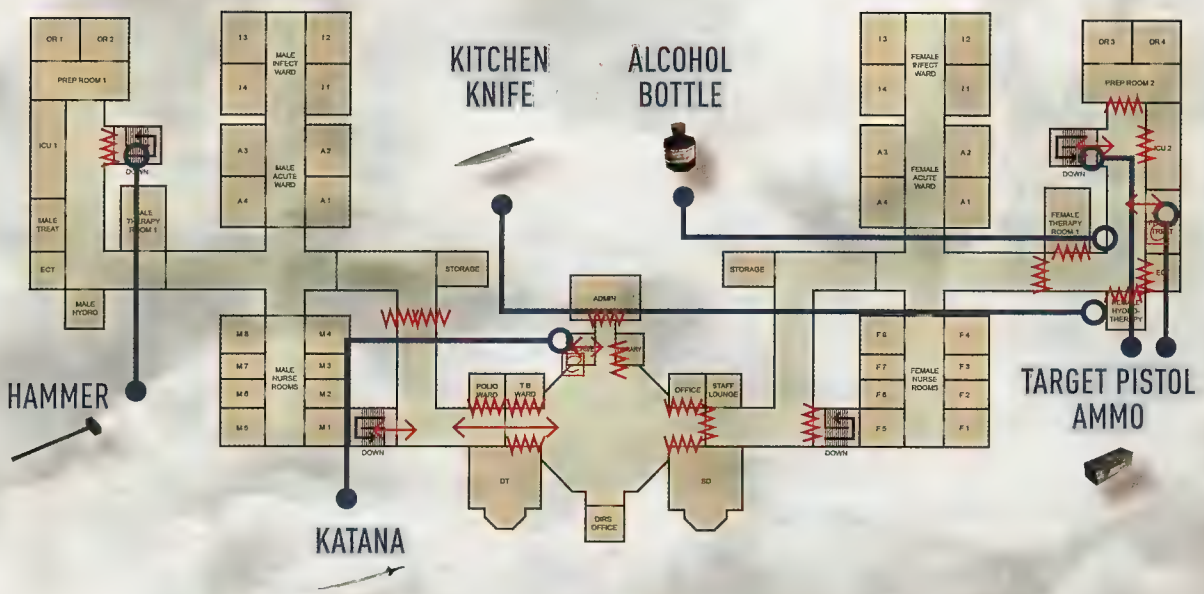
(Indicators)



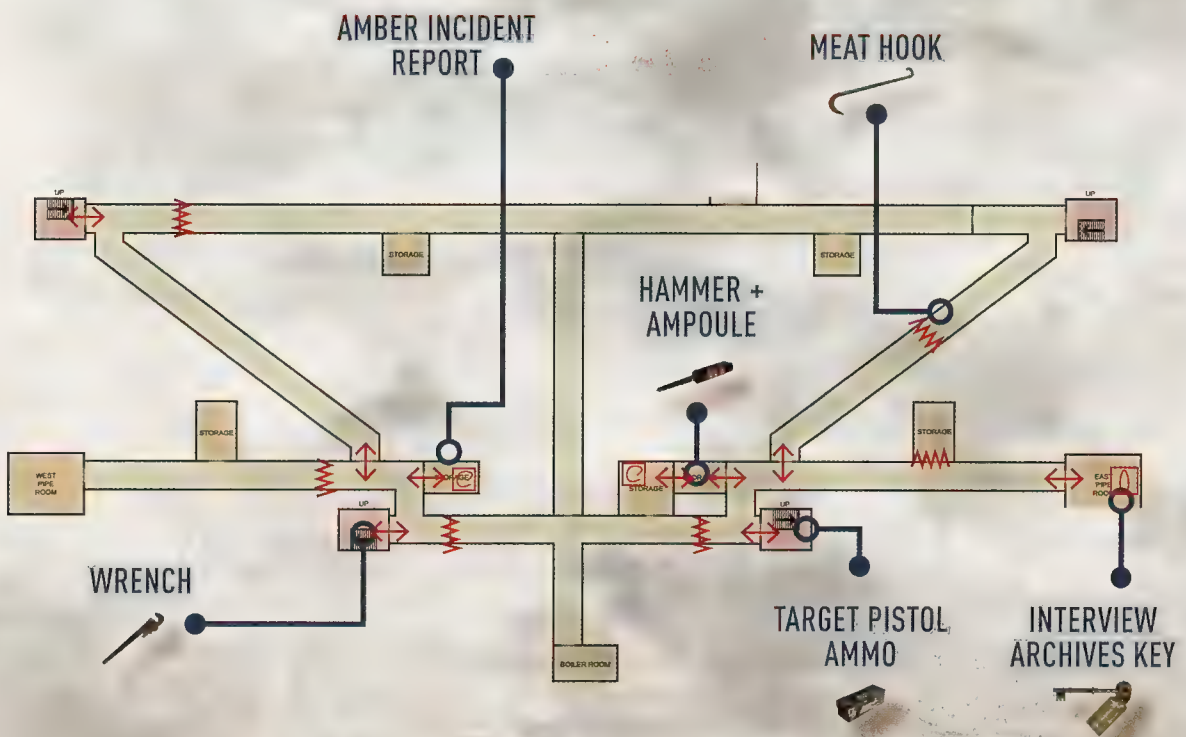
Sanitarium: Mist World: 2nd Floor



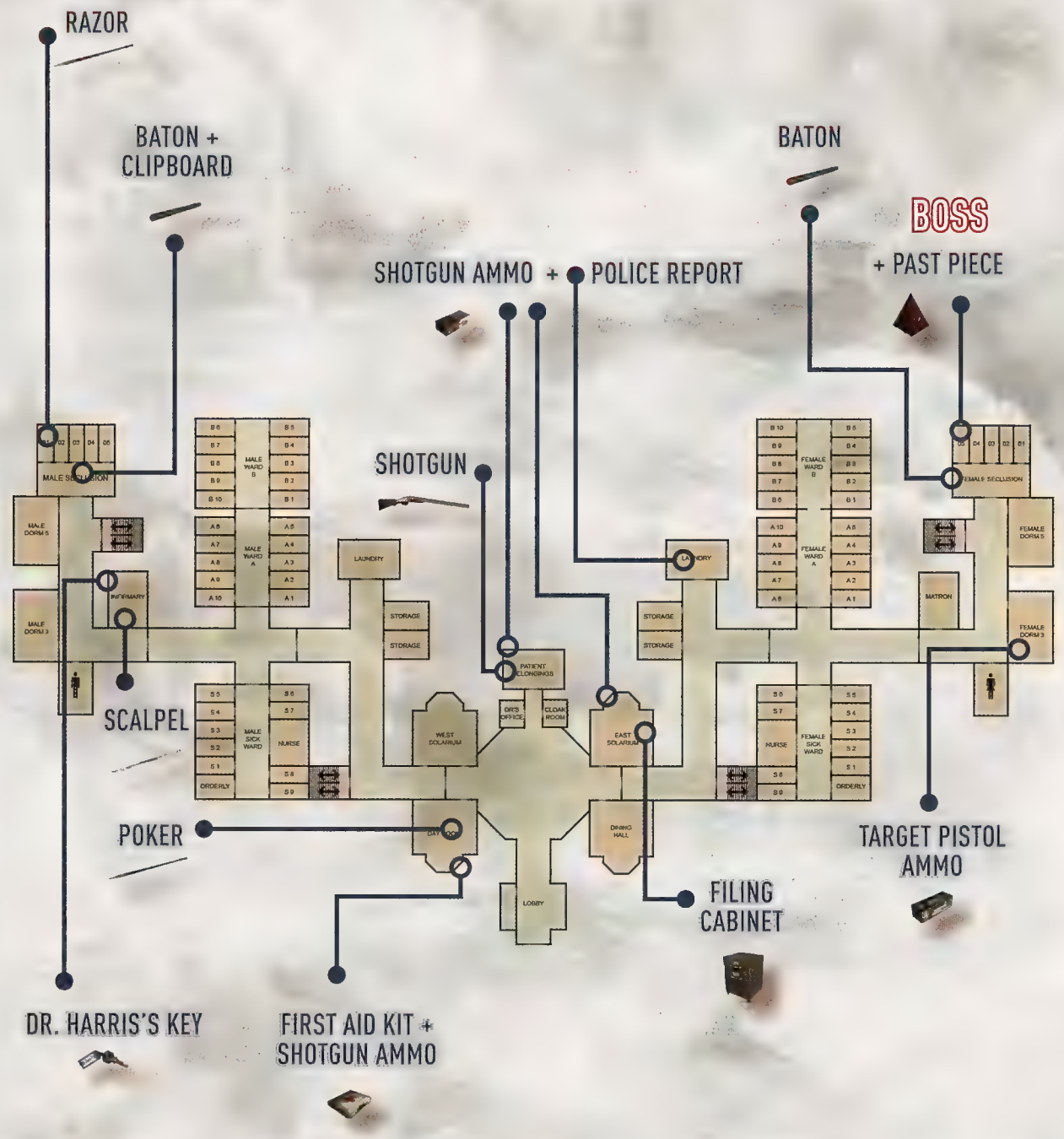
Sanitarium: Mist World: Basement



Sanitarium: Other World: 2nd Floor



Sanitarium: Other World: Basement



Sanitarium: Other World: 1st Floor

(Key Items)

KEY:

↔ = OPEN DOOR

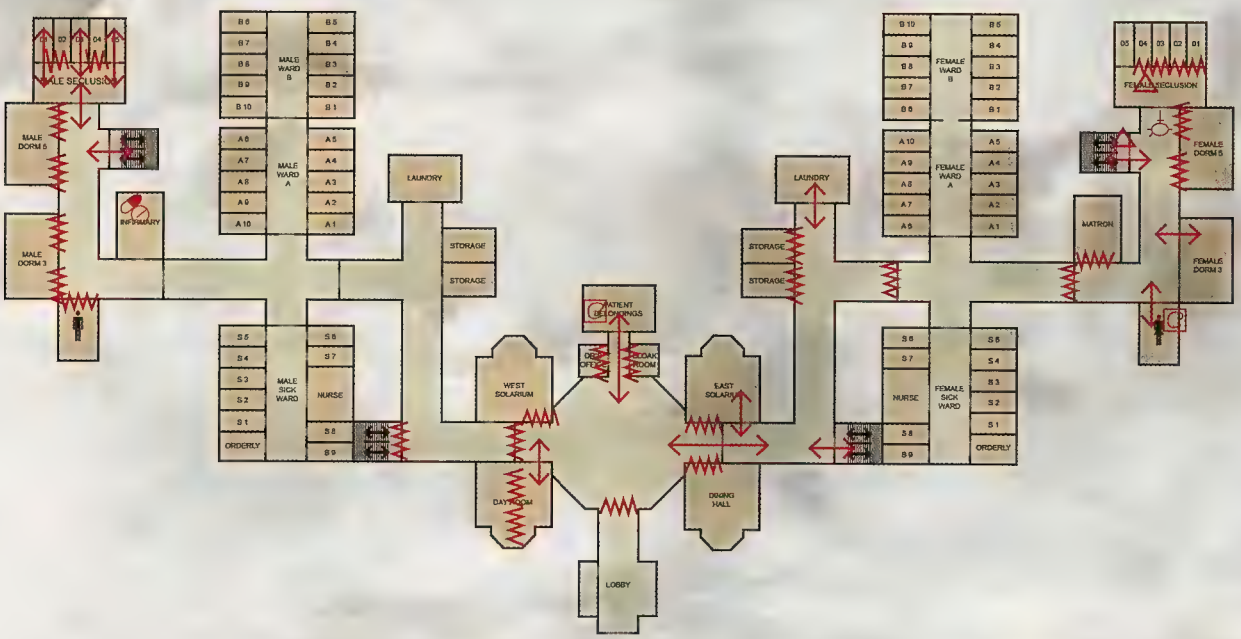
= LOCKED DOOR

= MIRROR

= SAVE POINT

= DOLL CABINET

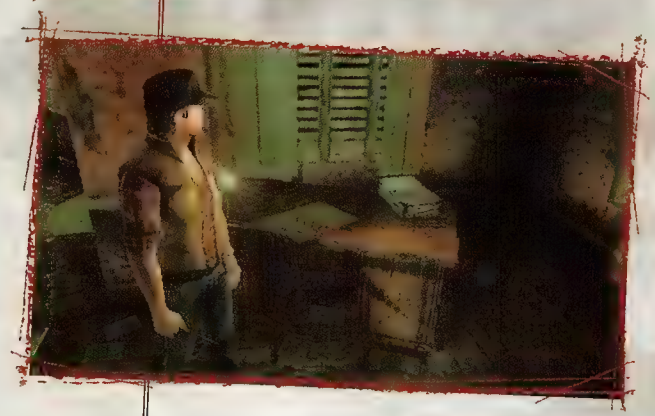
= JOCASTA LOCK



Sanitarium: Other World: 1st Floor (Indicators)

Look for Lisa

When you first enter this cheerful place, you will walk into a large greeting area. On a couch to the right is a **Baton**. After you grab this weapon, head north to the Doctor's Office, and you will find the **Magpie** note under the door. It will give you a hint about where to find a key for the Archives and Basement.



The other doors in this alcove are locked or blocked, so take a small diversion to the West Solarium. In the center of the room, you will find a wooden wheelchair that holds a doll and the **Target Pistol**. If you collected the ammo outside on the way, you are ready to use your first gun. If not, there are two sets of **Target Pistol Ammo** on the floor in front of the chair. Also, be sure to take note of the small table nearby, and you'll want to grab the other new weapon: the **Filing Cabinet**.

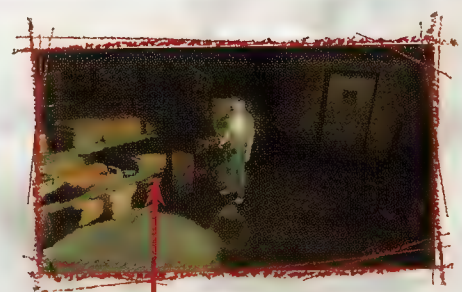
There is nothing else you can do in the West Wing, so make your way to the East Solarium. Just to the right of the entrance is a desk with the much-needed **Map** of the area. Also, in the back for the room on a desk in the corner is the **Status Report 3/12/1960**. Pick up this tasty bit of info, and head out the other set of doors.

Dahlia Is Delirious

As you proceed down the hallway, you will encounter a woman you've seen before in Silent Hill. In fact, it is the same person who was near the burning building that started this nightmare. A brief conversation with her yields a few answers — and, unfortunately, even more questions. Rightfully so, you declare that everyone in this town is crazy. However, you will learn that it's not a case of being crazy as much as mentally twisted.

Stock Up at Storage Rooms

Turn left down the next long hallway to make a quick detour for some extra weapons. At the very end of the hall you can find the Drip Stand in the corner. Head back down the hallway, and enter the storage room on your left that is a veritable treasure room. Grab all the goodies in here, including the **Tire Iron** and the **Screwdriver** and two sets of **Target Pistol Ammo** on the shelf.



ITEM ACQUIRED!
DRIP STAND

DAMAGE: 15

This long pole-like weapon is the kind of stand that is used with an IV. You can only perform one swing at a time, so don't plan on doing a combo of quick attacks. What it lacks in speed it certainly compensates in range.

ITEM ACQUIRED!
SCREWDRIVER

DAMAGE: 20

A standard household tool like the screwdriver might not seem intimidating, but it is a fast weapon that can keep foes at bay. It is rather short, so you won't get much range out of it, and this handyman's weapon does will not last very long before it breaks.

Once you have thoroughly looted the storage room, travel south to the end of the hallway and go through the double doors to the stairwell where you can find a Save icon. The basement door is locked downstairs, but you can head down there to pick up a **Wrench** and some **Target Pistol Ammo** hidden among the debris.

Take a jog up the stairs, and go all the way to the second floor. When you open the door, you will encounter a Remnant at the end of the hallway. This is a quick enemy who can be hard to detect since only a small portion is visible. Use your firearm to drop this menace from a distance.

ENEMY ENCOUNTER!

REMNANT

HEALTH: 113

This is a shadow-type enemy who is invisible except for a "wire cage" that appears to be hovering. This creature is fast, and it is fond of darting toward you with a dangerous lunging attack. Like the Carrion, this quick darting attack makes it one of the more difficult monsters to deal with, so don't hesitate to use your bullets on it. You can avoid this lunge if you streak past it, but it may be tough to learn the timing and even harder to manage in groups.

After you do away with the invisible monster, take a brief detour down the other hallway to the north. Stop by the Storage Room on the left, but be warned: There is a Nurse lurking in there! Pick up a couple of Alcohol Bottles, and be sure to grab two sets Shotgun Ammo on the shelf right next to a First-Aid Kit.

Exit the Storage Room, and go down the short hallway to pick up a Wrench near the blocked door. Go back to where you defeated the Remnant, and pass through the double door to the large open area that happens to be riddled with Nurses. Fortunately for you, they are spaced out around the center cage, so you can take them out one at a time. If they gang up on you, run a few paces away to separate them.

Overload the Iron Lung

All the doors in this section are currently locked or inaccessible, so head toward the TB Ward. Near the back of the room you will find the **Iron Lung Warning**. It talks about the iron lung. This is right next the control buttons. To the right of the control is a key, but you need to figure out how to get to it first.

PUZZLE: Iron Lung

~~HINT:~~ To get the key it takes an overwhelming accident.

REWARD: Basement Key

The note you just picked up talks about "accidentally" overloading all the circuits — that is exactly what you must do to retrieve the key. To use the machine you simply place the arrow over the red button below any gauge and press the X Button. The important thing to note is that you can press any button more than once. Start out by pressing each button, noting how it affects the gauges.

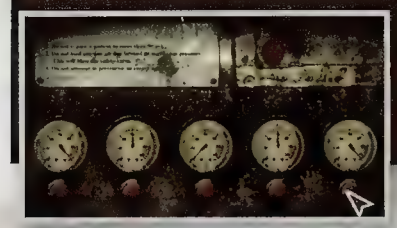
The first button will raise the first gauge half way and the second gauge a quarter. The second button will raise the second by half, and the first and third gauges by a quarter.

The middle or third button will raise the second and fourth gauges by a quarter and the third by half.

The fourth button will raise the fourth gauge by half and the third and fifth gauge by a quarter.

The fifth button will raise the fifth gauge to half and the fourth by a quarter.

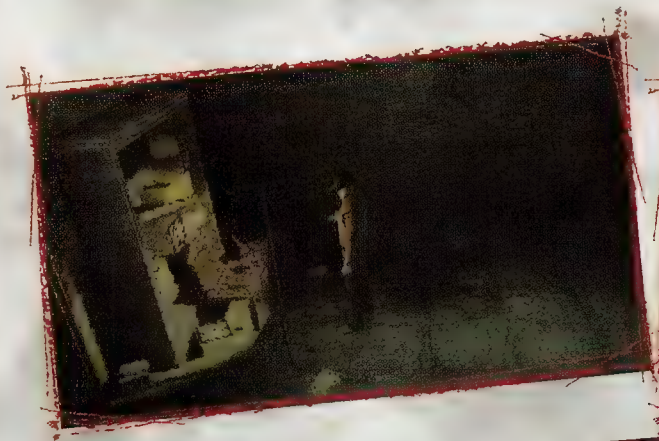
The logic on this puzzle is to even out the gauges so they all overload at the same time. The key factor here is that the middle button does not affect the first and fifth gauges. You will want to get these near overload first. Do this by pressing the first and fifth buttons twice each. Now just press the third button twice to boost the second, third and fourth gauges so that are all in overload. The sequence of button presses is 1, 1, 5, 5, 3, 3,



Go to the right end of the iron lung and grab the **Basement Key**. When you leave the room, the large open area will be repopulated by Nurses and a Remnant. You have a choice: Kill all these monsters or just make a run for the stairs to descend to the Basement...

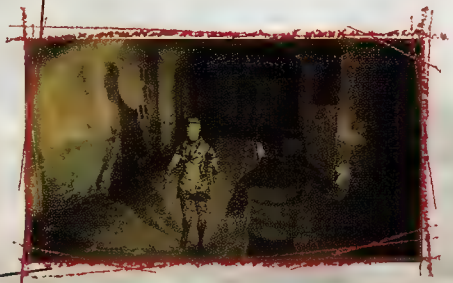
Explore the Basement

There is a lot to explore down here, but be careful in these tight quarters. If you head straight through the doors in front of you, there is a Storage Room on the right. Inside you will find a **Drip Stand** and some **Target Pistol Ammo** on a desk. Exit the room, and if you continue down this corridor, you will encounter three Remnants that will demand some gunplay to circumvent. There is some **Target Pistol Ammo** down this corridor and a piece of **Jagged Wood** down the other. Frankly, this bit of exploration may not be worth it unless you love killing monsters.



A better choice, for now, would be to travel to the northern section of the Basement. The Storage Room here is locked, and the other bad news is that you have a Carrion to deal with. There is nothing for you down this long, dank path, but you should note that in the East Pipe Room is a sewage drain you will need to come back to.

With nothing to collect in this eastern segment, continue your trek north down the diagonal tunnel. You will find a lone Straightjacket that shouldn't pose much problem, as well as a **Meat Hook** on the wall. Enter the stairwell, pick up the **Razor** near the stairs, and go all the way up to the second floor. A few Nurses roam this section, so clear them out before you continue your exploration.



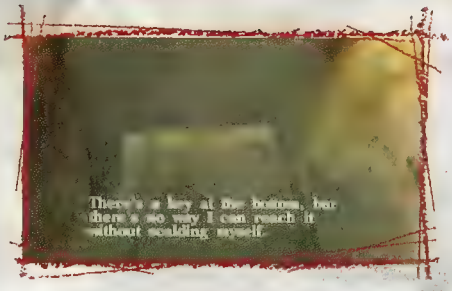
ITEM ACQUIRED!

RAZOR

DAMAGE: 20

It looks like an old-fashioned shaving razor. These blades are great for a close cut, and the light and sharp blade makes a good slashing weapon. It is quick but certainly not the most powerful or most durable of the bladed weapons.

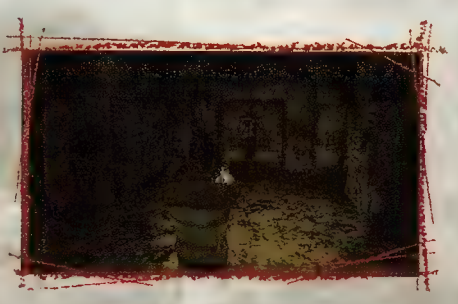
Hydro-Key Therapy



Go all the way down the hall to the Female Hydrotherapy Room. Be sure to use the Save icon if you need it, then check out the middle tub. Inside you will see a key at the bottom of the tub that is filled with scalding hot water. Press the green button on the control panel to the right to drain the tub. Unfortunately, you will not be able to grab the key before it goes down the drain, but you should have a good idea where it went if you visited the East Pipe Room.

When you exit this room, return down the hallway to enter the Female Treatment Room. Use the mirror over the sink to enter the Other World. On the bed is some **Target Pistol Ammo**.

Exit the room, and be aware that there are Remnants on each end of the hallway. Pull out your Target Pistol, and eliminate them if they get in your way. Look down the hall a short distance to find an **Alcohol Bottle**...

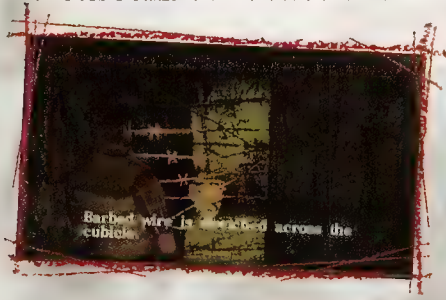


All the rooms in this section are inaccessible, so go north and take the staircase on the left.

Mystical Lock

Be sure to grab the **Target Pistol Ammo** at the far end of the top of the stairs, and then head down to the first floor. Use the Save icon if you want and enter the hallway. The door to the north is locked with some sort of mystical key. Return here once you obtain something with that shape.

For now, head south to Female Dorm 3, and grab the Target Pistol Ammo. Next, go into the Women's Restroom. Take note of the barbed wire covering one of the stalls, and enter the bathing area to grab the Kitchen Knife. There has to be a way into that stall. Try using the mirror to return to the Mist World.



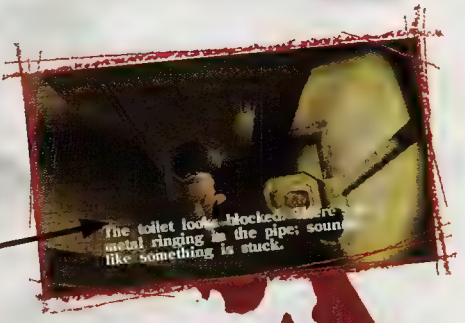
ITEM ACQUIRED!
KITCHEN KNIFE

DAMAGE: 30

It's low durability makes it a better tool for cutting vegetables than slaying monsters, but this weapons has made many appearances in horror movies. The blade is sharp, and the weight is balanced to allow for a series of quick stabbing motions.

Flush Your Frustration Away

Just as you hoped, the wires are gone and the stall is open! Enter the stall and flush the toilet to send that metal clanking thing down the pipes. Could that metallic noise be the key that was flushed out of the hydrotherapy tub? You bet it is! And now it is somewhere on the Basement level.



Your duty is done, so to speak! Go back out into the hall and defeat the Remnants lurking about. Down this path a bit is Female Dorm 5 where you can find a **Baton** and the **Duty Log: Female Seclusion** on a chair. Be sure to pick up the **Target Pistol Ammo** on the desk that are right next to these items.

Go Through the Patient's Belongings

Keep searching the room until you find the **Patient Belongings Key** on the bed and the **Table Lamp** on the opposite side of the room. When you exit this room, to the right of the staircase, you can find a **Tire Iron** and a **Typewriter**. Make sure to unlock the door to the stairwell then proceed south to the other hallway extending to the west.

ITEM ACQUIRED!
TABLE LAMP

DAMAGE: 50

A typical household item, but its heavy base makes this a decent one-hit weapon. Smash it on some deserving monster, but remember it is not as powerful as many of the other one-hit weapons.

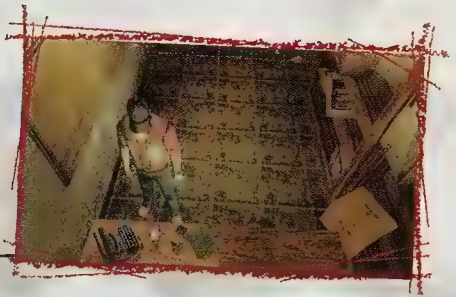
ITEM ACQUIRED!
TYPEWRITER

DAMAGE: 100

Doesn't this place have computers? Well, the old Teddington 1500 might not be high tech, but this one-hit wonder is sure heavy. Crash it down on your enemies to make them fear the power of the written word.

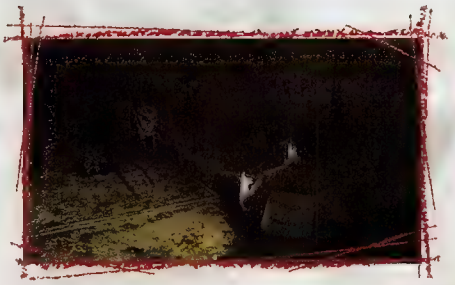
When you head through the double doors, two Nurses will assault you. Deal with them as you wish, and unlock the door at the end of the hall. Your goal is to now make your way through the East Solarium to the Patients Belonging Room. However, the East Solarium is no longer empty. Several Nurses fill this room that you should be able to handle ... as long as they don't gang up on you!

When you finally get to the Patient Belonging Room, to your right is a desk with a **Typewriter**, two boxes of **Shotgun Ammo** and the **Status Report 2/7/1961**.

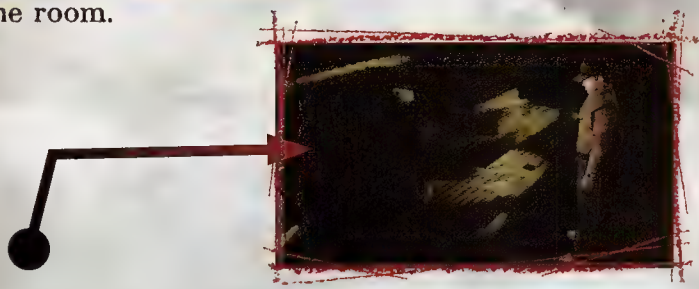


Use the mirror in the back of the room to enter the Other World. Walk toward the door to find **Shotgun Ammo** and the **Shotgun** itself. You now have two firearms at your disposal, and you should have plenty of ammo.

All Things Flow to the Sewage Drain



Leave this room, and go to the Day Room to find a Poker on a chair and a First-Aid Kit and Shotgun Ammo on an overturned wheelchair. After you collect these items, head east through the double doors, and turn left to go into the East Solarium. Defeat the Remnant, and collect the Shotgun Ammo and Filing Cabinet on the desks in the back of the room.



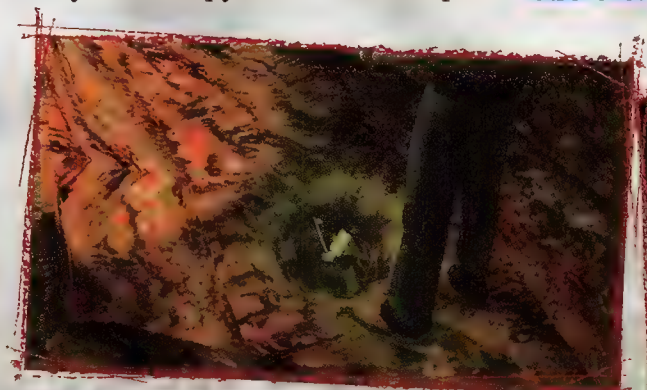
ITEM ACQUIRED!
POKER

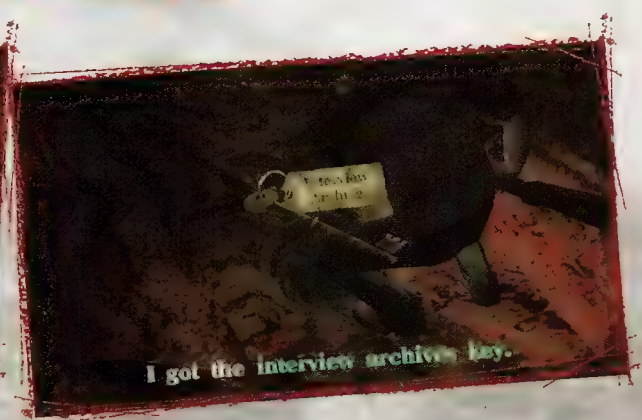
DAMAGE: 25

This is the kind of pole you use for a fireplace. It is very pointy, and has enough length to hit enemies from afar. This is more of a steady swinging weapon than a quick stabbing type, and its higher durability will keep it around for a while.

Make your way north to stop by the Laundry. In this room you will find Shotgun Ammo and the Police Report on a shelf, as well as a cleverly hidden Health Drink that lies on the floor.

After this pleasant little diversion, go back down the hallway to the stairwell and head downstairs. Go around the back of the stairs to locate some Target Pistol Ammo. Enter this new corridor, and proceed all the way east to the East Pipe Room. Now you can finally claim that key you saw two floors up in the Hydrotherapy Room. Pick up the Interview Archives Key.





Go to the Archive Room

If you're up for a detour, go down the diagonal tunnel, and grab the Meat Hook. However, your main goal is the Storage Room. Pick up the Hammer and Ampoule on the shelf before using the mirror to return to the Mist World.

Now you can finally unlock this door and make your way to the Archive Room. Go to the nearby stairwell and climb to the second floor. Sprint West to the Archive Room. Grab the **Portable TV** off the shelf and the **Shotgun Ammo** from the desk before using the mirror to return to the Other World.

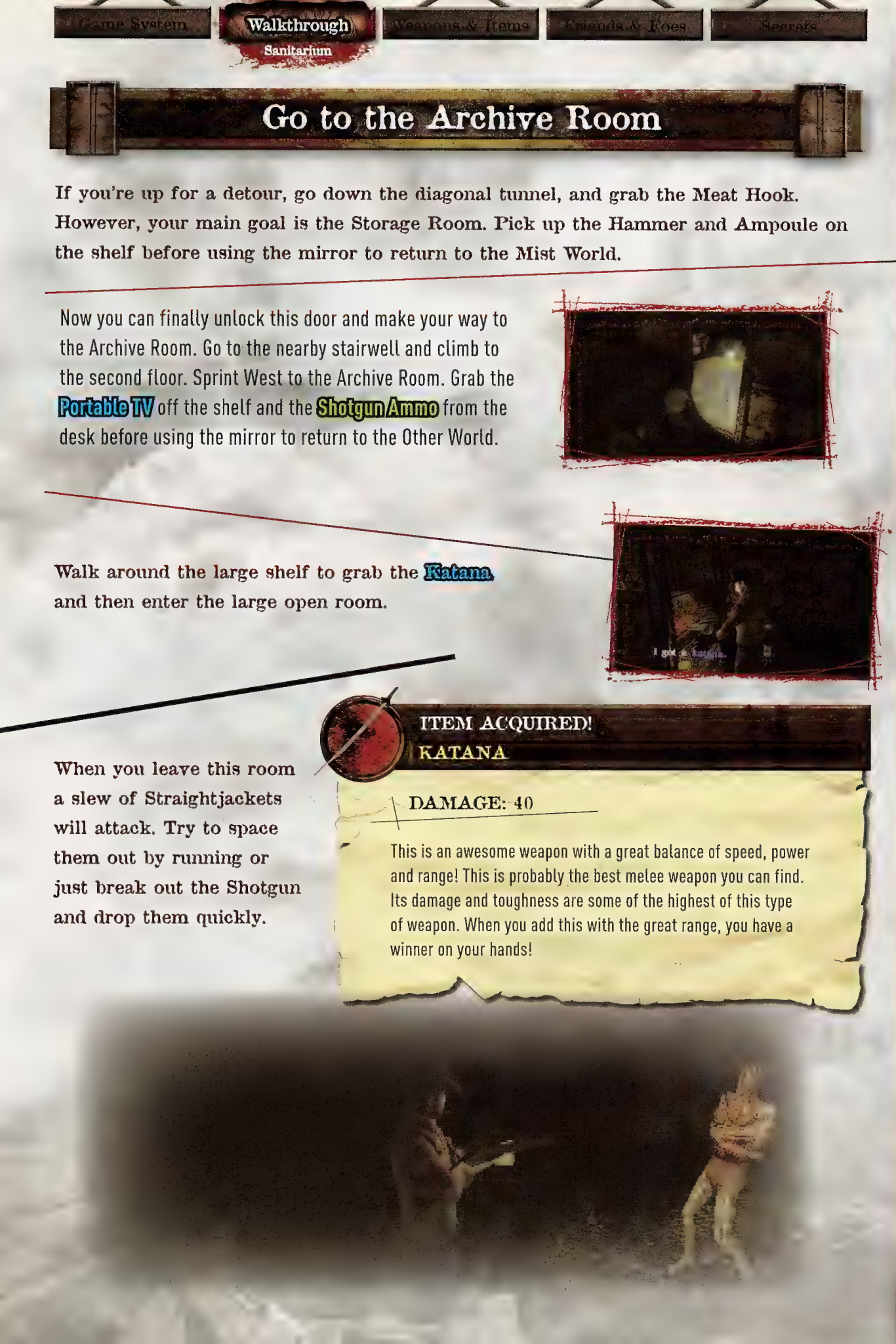
Walk around the large shelf to grab the Katana, and then enter the large open room.

When you leave this room a slew of Straightjackets will attack. Try to space them out by running or just break out the Shotgun and drop them quickly.

ITEM ACQUIRED!
KATANA

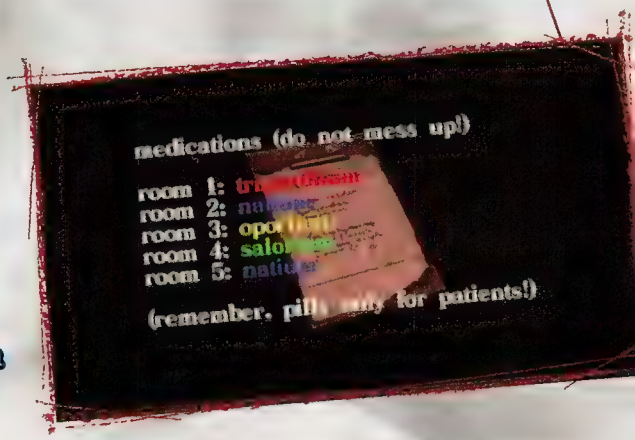
DAMAGE: 40

This is an awesome weapon with a great balance of speed, power and range! This is probably the best melee weapon you can find. Its damage and toughness are some of the highest of this type of weapon. When you add this with the great range, you have a winner on your hands!



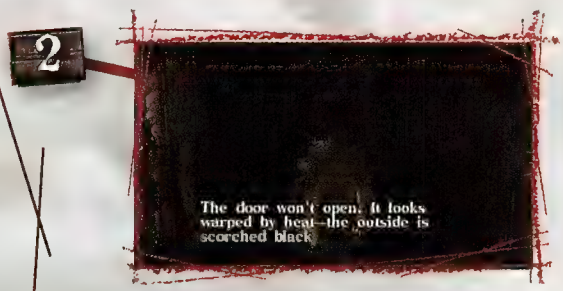
Investigate Patients in Male Seclusion

All the other doors in this open space are inaccessible, so head west young man to the stairwell and go to the Basement. Travel north up the long diagonal tunnel to the next staircase in the upper left-hand corner and go the first floor. Take a left once you exit the stairs, and enter the Male Seclusion area. On a chair near all the doors in the back are a **Baton** and a Clipboard that has a colored listing of medications.



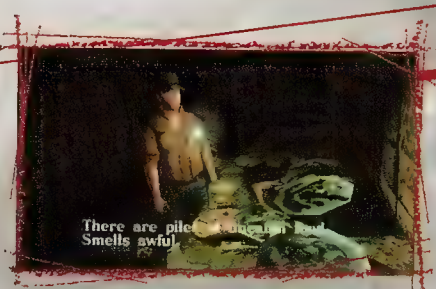
Enter the first room and grab the Razor off the desk. Also, be sure to note the blood and razor blades strewn about.

The second door is scorched shut, but this is still an important clue.



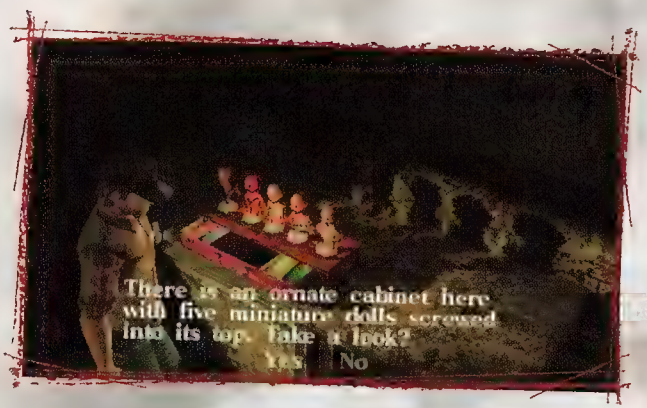
Behind the third door is an assortment of perfumes and a dress-making mannequin. Whoever was in this room had some strange ideas on fashion ... this is a men's ward after all!

The fourth door is heavily barred, so your only clue about this room was that someone might have been pretty dangerous and needed to be restrained very well.



The fifth and final room is filled with tons of uneaten food. Perhaps one of the patients had an eating disorder, since you can also find a scale in the room to indicate a preoccupation with weight.

Solve the Pill Problem in the Infirmary



After you are done looking through all these room, go down to the Infirmary. There is a Save icon in the room, so use it if you need it. On a long table is a **Scalpel**, but across from it is the real object of interest. On the counter you will see an ornate cabinet with five miniature dolls on it. Take a look at this odd item and solve the puzzle.

PUZZLE: Pill Cabinet

HINT: Place the pills into the correct doll's mouth based on their problem.

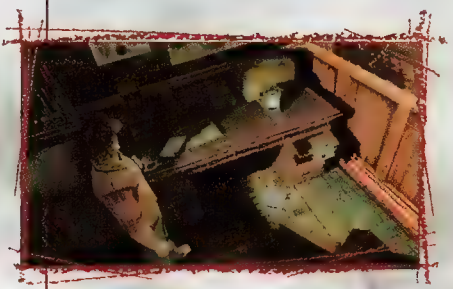
REWARD: Dr. Harris's Key

The goal is to put the right pills into each of the doll's mouths. The way to figure out what pill is correct relates to the rooms/doors you inspected and the Clipboard you found right in front of the doors. The task is to assign each room condition and a color coding from the medication list on the Clipboard. For the color coding, simply think of the list as: Room 1 is red, 2 is blue, 3 is yellow, 4 is green, and 5 is blue. The next step is to associate each room to one of the conditions that the dolls represent. From your previous observations you know room 1 dealt with razor blades, 2 was burnt, 3 had a dress dummy, 4 was dangerous, and Room 5 had a food issue. So, if you match the colors to the conditions, the order of pills from left to right is: green is danger, blue is burnt, blue is starving, red is razor, and yellow is dress. This will open the cabinet to yield Dr. Harris's Key.

Check Out Dr. Harris' Room

After this feat of masterful logic, head back to the staircase and go down to the Basement. Travel all the way back the diagonal tunnel to the Storage Room. The only thing in this room is a mirror, so use it to flip back to the Mist World.

On the desk be sure to pick up the **Amber Incident Report**. It warns you of Female Seclusion Room 5. ... I wonder if we will be seeing that soon? Enter the stairwell and grab the **Wrench**, then go up to the first floor. Continue on your way straight ahead, and unlock the door in front of you to reach the open area. Turn left in this wide open space, and enter the Doctor's Office. Grab the **Drip Stand** in the room, but more importantly, pick up the **Jocasta Artifact** and the **Patient Notes** on the desk.



Unlock Female Seclusion with the Artifact

With this item in hand, you can now open that strange lock you saw earlier. Go east through the East Solarium to the Women's Rest Room and use the mirror to enter the Other World.

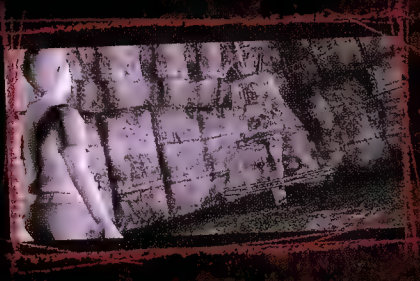
Leave the bathroom and go straight down the hall. At the end of this hallway you can go into your inventory and use the Jocasta Artifact on the door to the Female Seclusion to unlock it. Lisa is sitting outside the room to door number five the note mentioned from earlier on. She is weeping over the poor person in that room.

Grab the **Baton** on the chair and then look around at the strange pictures in this area. It looks like a very sick child made these drawings. When you are ready, use the Save icon and open the door to find out who is inside.

BOSS

Momma

HEALTH: 175



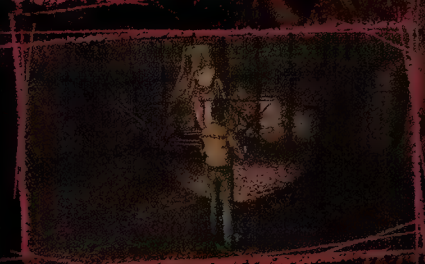
A brief flashback done in a classic black-and-white style reveals who this person is and takes you back to a rough time in your young life. After this interlude you snap back to this reality still dazed by the trauma of what is happening.

There are no items in this room, so don't bother to look around for kind of "support." The only good news is that there is plenty of space to run around this boss to pick and choose your type of battle.

This monster has two main forms of attack that both have a specific radius of damage associated with them. The first attack is a green smoky bile that she will project around her. It is damaging to touch any part of this toxic sludge. Luckily, this attack is telegraphed by a small amount of smoke that emanates from here before the large clouds engulf the area she is in. Also, the attack takes a short time to progress from first smoky trail to full-blown green- and-black death cloud. Obviously, when you see this first signs of smoke run, out of range but don't just run away. The other important thing to note of this attack is that while the dark mist is pouring out, she will not move. This is a great chance to fire off some rounds from one of your guns.

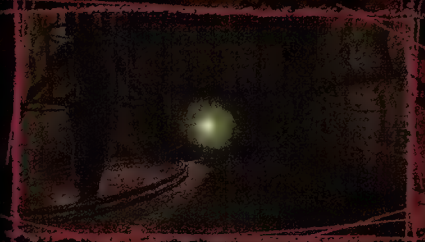
Battle Option 1

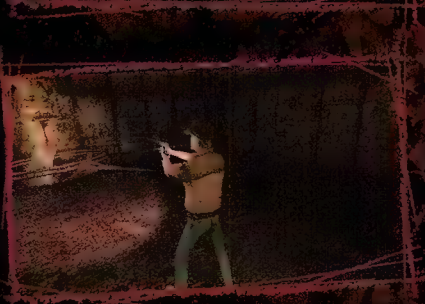
Her other main weapon is springing, long, thin spikes from the edge of her wire cage. This attack has both a predictable and random factor to it. There is a certain amount of randomness that the spikes can shoot out while she is moving around the floor. There can be little to no warning, and that aspect is sure to keep you on your toes. The other very obvious time she will use this attack is after she has lifted off the ground. When she comes back down, expect the spikes to extend. You always want to stay out of the range of these pointy things, but the real trouble is that you can be bounced on several of them, if you are caught in a bad position.



This boss can be tackled from the safe range of your firearms, or if you are bold, you can attempt to slay the monster with melee weapons. Of course, you can mix up both tactics to save your ammo and exploit the lulls in her attacks. The first thing you must do is run, but do not simply cower in a corner, or you can get trapped by either of these ranged attacks.

Continue to move around the room from one side to the other, and force her to chase you. By doing this, she will remain more toward the center of the room, so you will always be able to maneuver around her. If you want to rely on firearms, your tactic should be to lure her from side to side and fire anytime she does one of her attacks where she is temporarily immobile. Also, if you are speedy and can get to the other side of the room quickly, you can shoot her while she chases you. This is the safest way to take her down.





Battle Option 2

For those who are low on ammo or want an adrenaline rush, you will need to time your attacks a lot better. What you will need to do is take advantage of the lulls between her attacks and the timing of a few of the more obvious patterns. For example, after the gaseous attack, she will usually raise up in the air. If she starts hovering, you can try to hit her on the way up, but it is risky. Instead, back away, as the spikes will pop out when she lands. However, don't move too far away — just a few paces — since the spikes will retract shortly, and you can step in for three quick hits. You could also use a charge move, since it would extend the range of the spikes (assuming it is a longer weapon)

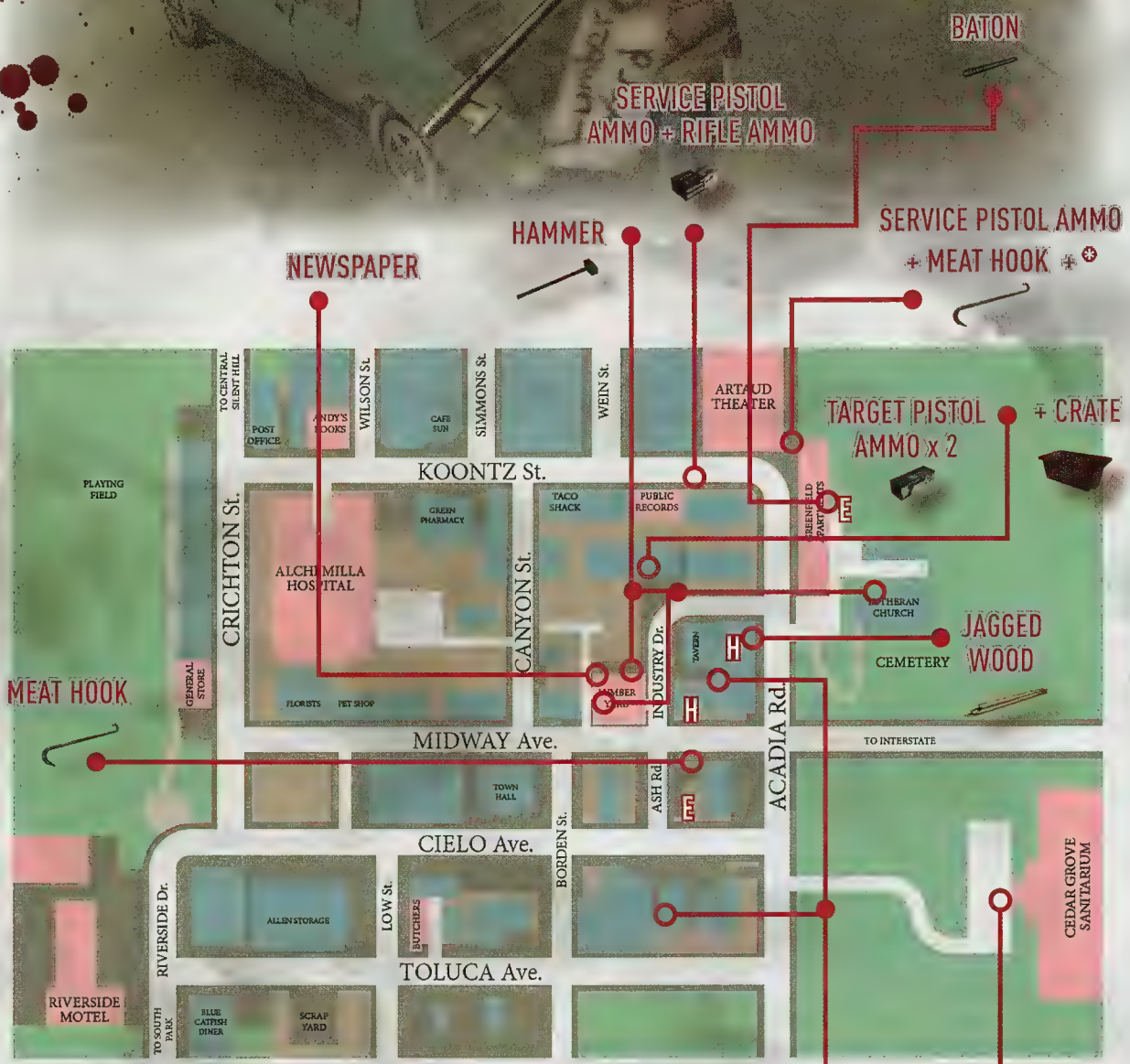
The trick to fighting her face-to-face is knowing that she will not perform the spike attack twice in a row from the same spot. Because of this, you can stay just out of range of the spikes and run in as soon as they are pulled back for a few quick hits. You can try to time charge moves as well, but the safest bet is hit and run.

When she is finally defeated, you can grab the Past Piece in the center of the insignia on the floor.

Again that strange girl appears, and before you can question her, you will be knocked out. You awake in the Sanitarium lobby and all the doors are locked. As you make your way to the exit there is a Theater Ticket on the table to the left. This is a clue to your next destination, so take your lucky ticket and hit the streets to go catch a show...

STREETS OF SILENT HILL 3

Sanitarium to Theater



The Town: Mist World

KEY:

ENERGY DRINK = E

HEALTH DRINK = H

* = 2nd Floor: TOASTER + SCREWDRIVER + TARGET PISTOL AMMO x 2 + TABLE LAMP + RAZOR + NAPKIN

Off to the Theater

When you exit the Sanitarium, you will notice the blue car out front is running. You're not sure how that could have happened, but you'll definitely want to take the **Lumber Yard Key** from the open trunk.

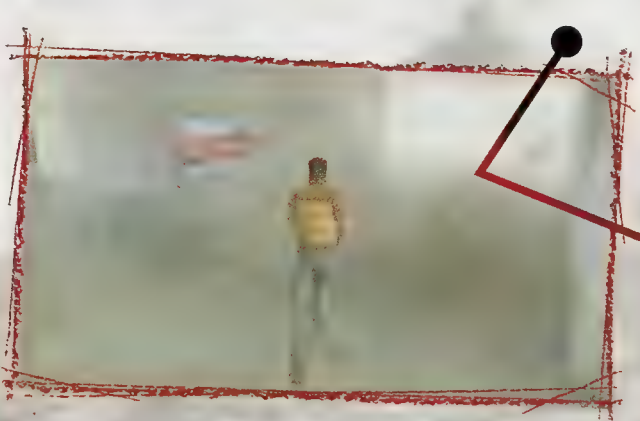
The good news on this run to the Theater is that if you diligently collected the items on the way here, you don't have to spend a lot of time searching around, since you will be backtracking for half of the trip. However, even though the items don't re-spawn, the monsters will. As you run down the long road to the Sanitarium, several Straightjackets and Carrions will attack.

Acadia Road

Head out through the main gates and go south on Acadia Road. If you are looking for a fight, there will be plenty of monsters on this short bit of road. Turn left at Toluca Avenue.

Toluca Avenue

Go west down this road, and duck back into the alleyway following the delivery signs to enter the back of the Butcher.



Butcher Shop

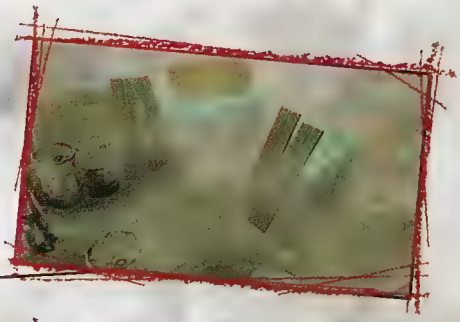
Not much has changed at the Butcher, but you will notice that the nearly severed Nurse is gone. To make matters more gruesome, there is a heavy trail of blood on the floor that leads to the door.

Follow this trail to the next room with the meat counter. The Save icon is in the same place and can come in handy since the last boss fight. Before you make your way outside, be sure to pick up the Bloody Cap right in front of the door.

Outside the shop you will find out what happened to the Nurse. Take a step closer and examine the body for a gruesome look at the Butcher's handiwork.

Low Street

Cielo Avenue is littered with these canine-like creatures, so tackle them as you wish or sprint to the small alley to the left of Town Hall. You could also run all the way down Cielo Avenue to Borden Street if you wish. Either way you will end off on Midway Avenue and will need to go east to the Lumberyard.



Walk up a few paces, and make a quick right and left onto the tiled floor. Follow the path as it winds around some barrels to an opening with two upright planks in the center. Take a left at the far end of the room where the crate is atop a green tarp.

Just as you round that corner, grab the Newspaper on the green tarp. It asks you a very good question: "Why are you helping her, Travis? Did you see that Nurse?" Well, I guess you are just the curious-, crazy- or stubborn-type, because you will see this to the end.

Go straight ahead and make a U-turn around the wall. Follow the path and find a Hammer on another green tarp. Turn right and go all the way down to a pile of sawdust. The back door to the Lumberyard will be on your left.

Ash Road

For a quick detour go south down Ash Road. There are a lot of police cars that seem abandoned. Stick to the east side of the road, and in the first inlet, you can find a **Meat Hook**. Go a little further south and be sure to grab the **Energy Drink** at the corner of some hedges. Trek across Cielo Avenue, and go down one of the alleyways near a brick wall to find some **Target Pistol Ammo**.

Midway Avenue & Acadia Road

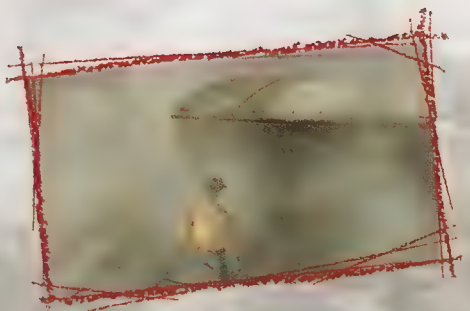
Go back up to Midway Avenue and proceed east to the second doorway to grab a **Health Drink**. There is nothing else to collect on Midway Avenue up the blocked-off interstate. Turn north down Acadia Road.

Stay to the left side of the street to pick up a few valuable items. Check the middle doorway to find the **Jagged Wood** and a **Health Drink**. This street will soon dead end, so take a short tour west onto Industry Drive.

Industry Drive & Cemetery

Down a long, narrow alleyway, past two trash cans, is some **Target Pistol Ammo**. Pick this up and continue west until you can run behind a large dumpster to find two sets of **Target Pistol Ammo** and a **Crate**. Grab the goodies and continue your searching by going into the alleyway around the Tavern. At the end of this long alley is another set of **Target Pistol Ammo**.

Now that you have thoroughly looted the town, go east to the Cemetery to get around the roadblock on Acadia. Enter the Cemetery gate and follow the path around the fence. Pick up the **Hammer** in the corner and the **Baton** and **Energy Drink** near the dumpster. There is nothing else to do in this area, so climb the metal stairs to reach the Apartments.



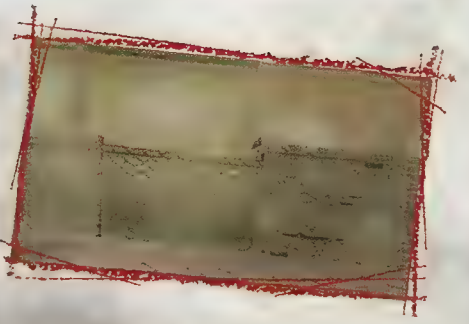
Greenfield Apartments

In the kitchen, pick up the **Toaster** near the stove and the **Screwdriver** by the sink. Enter the living room and search the couch. It contains two boxes of **Target Pistol Ammo** to replenish your supply after battling all those Carrions. At the far end of the room near the wild curtain is a **Table Lamp**.

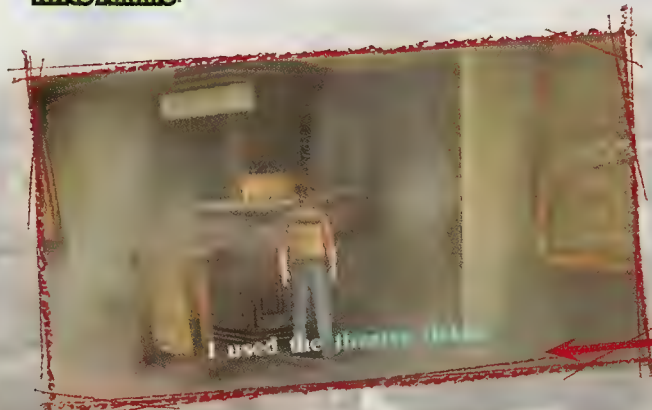
When you are done here, go through the doorway and turn left into the bedroom. It is not a pretty scene in this room. Someone has mutilated a monster on the bed, and it is really gruesome. Pick up the **Razor** on the right of the bed and grab the Napkin on the left bedside table. Proceed into the bathroom and pick up a **First-Aid Kit** on the wall. There is a huge hole in the floor, and your only option is a leap of faith...

Before you head out the front door, take note of the mailboxes. Room 203 apparently has an overflowing mailbox that has not been attended to in many weeks.

Koontz Street



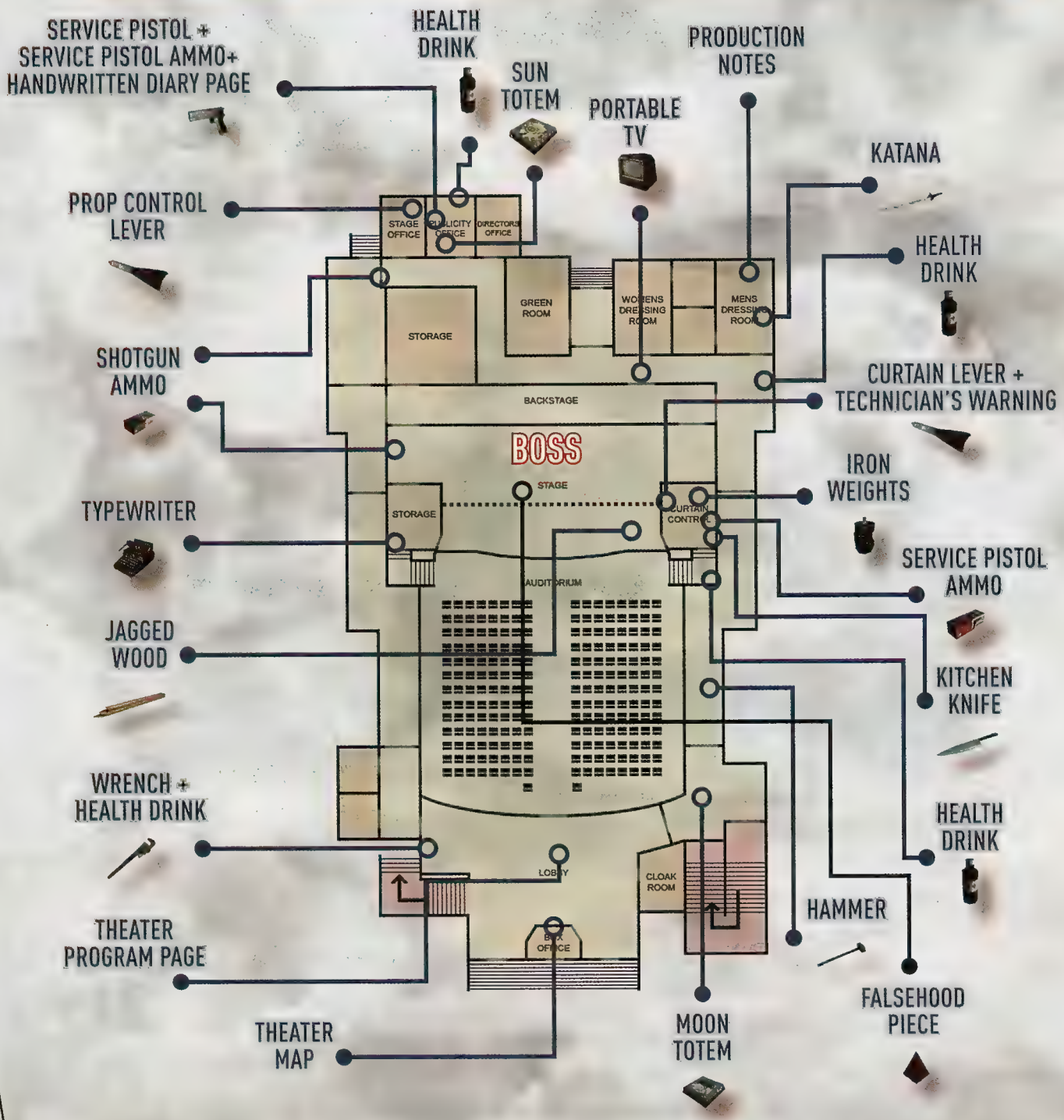
Back on the streets go into the alley to the right of the Theater. You can find a **Meat Hook** as well as some new **Service Pistol Ammo**. To hedge your bet on this next major area, go around the metal fence on the southeast corner of Koontz Street. If you walk all the way down, you will find **Service Pistol Ammo** and **Rifle Ammo**.



Step up to the ticket window of the theater and use the ticket from your inventory to unlock the double doors to the right. Open the doors and catch a show!

Area THREE

ARTAUD THEATER



Theater: Mist World: 1st Floor

(Key Items)

KEY:

↔ = OPEN DOOR

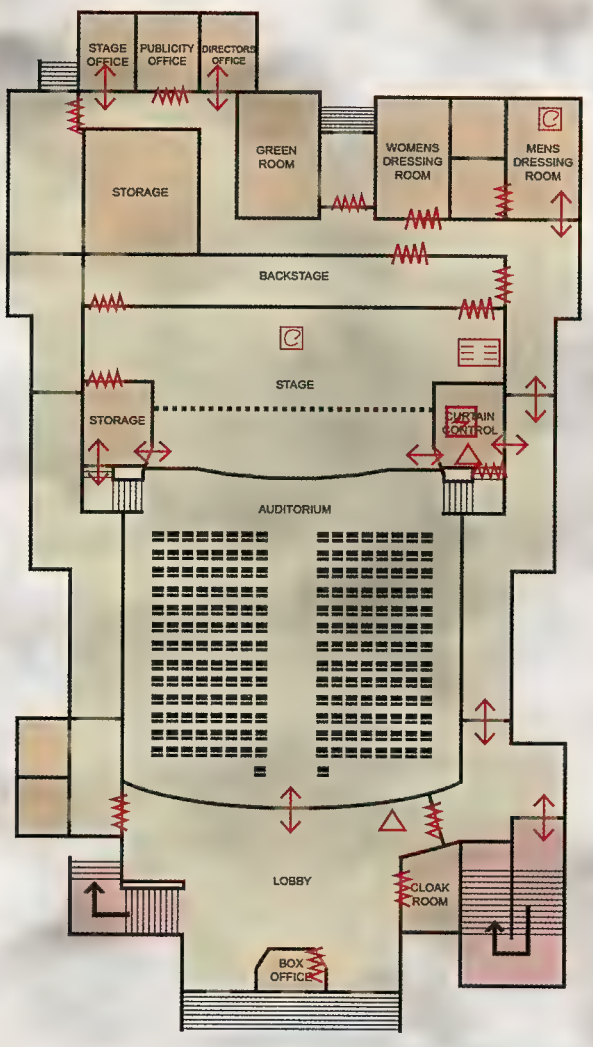
MM = LOCKED DOOR

= MIRROR

△ = SAVE POINT

= STAGE CONTROLS

= CURTAIN LEVER



Theater: Mist World: 1st Floor (Indicators)

KEY:

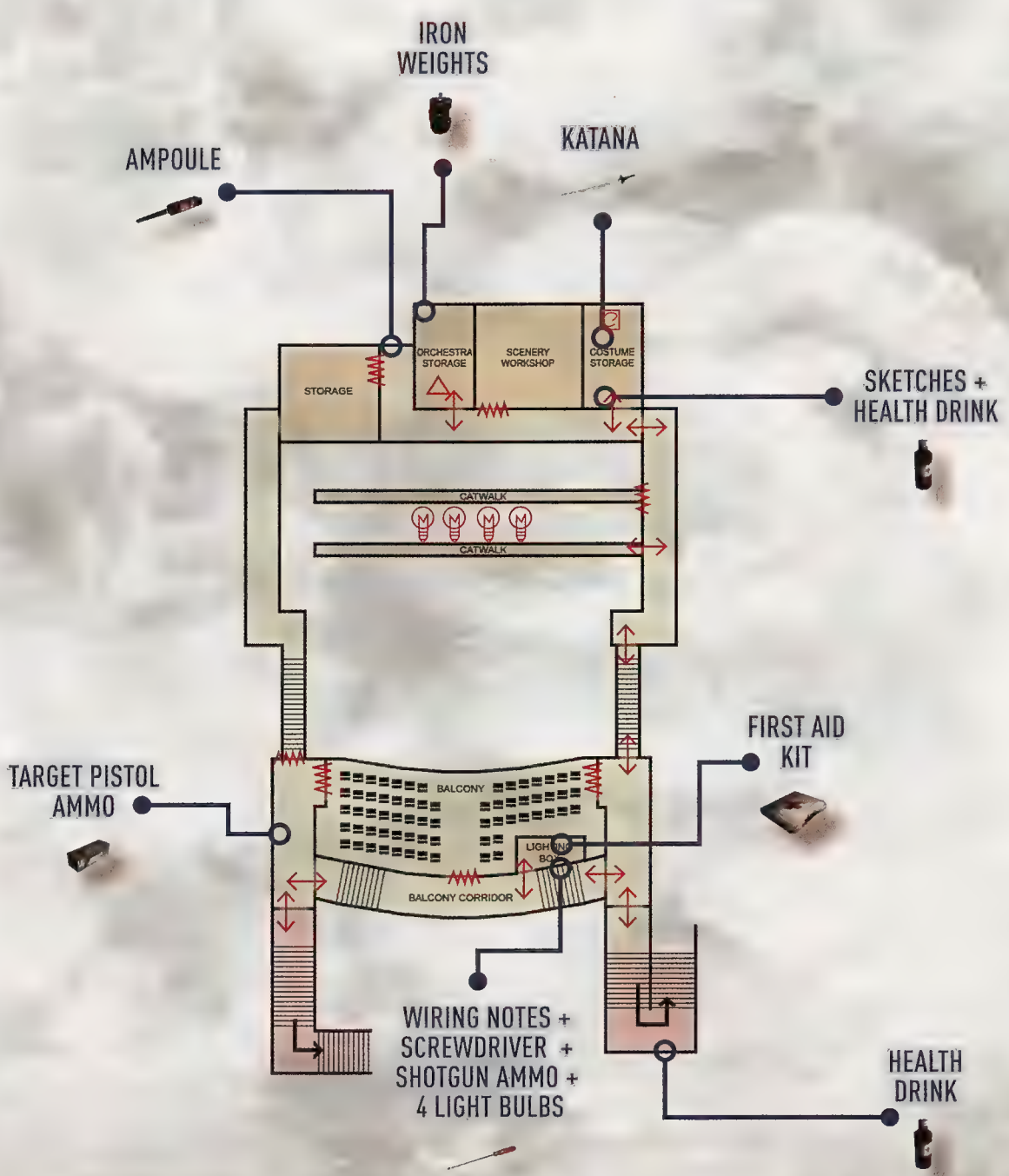
↔ = OPEN DOOR

= MIRROR

= SPOTLIGHTS

= LOCKED DOOR

= SAVE POINT



Theater: Mist World: 2nd Floor

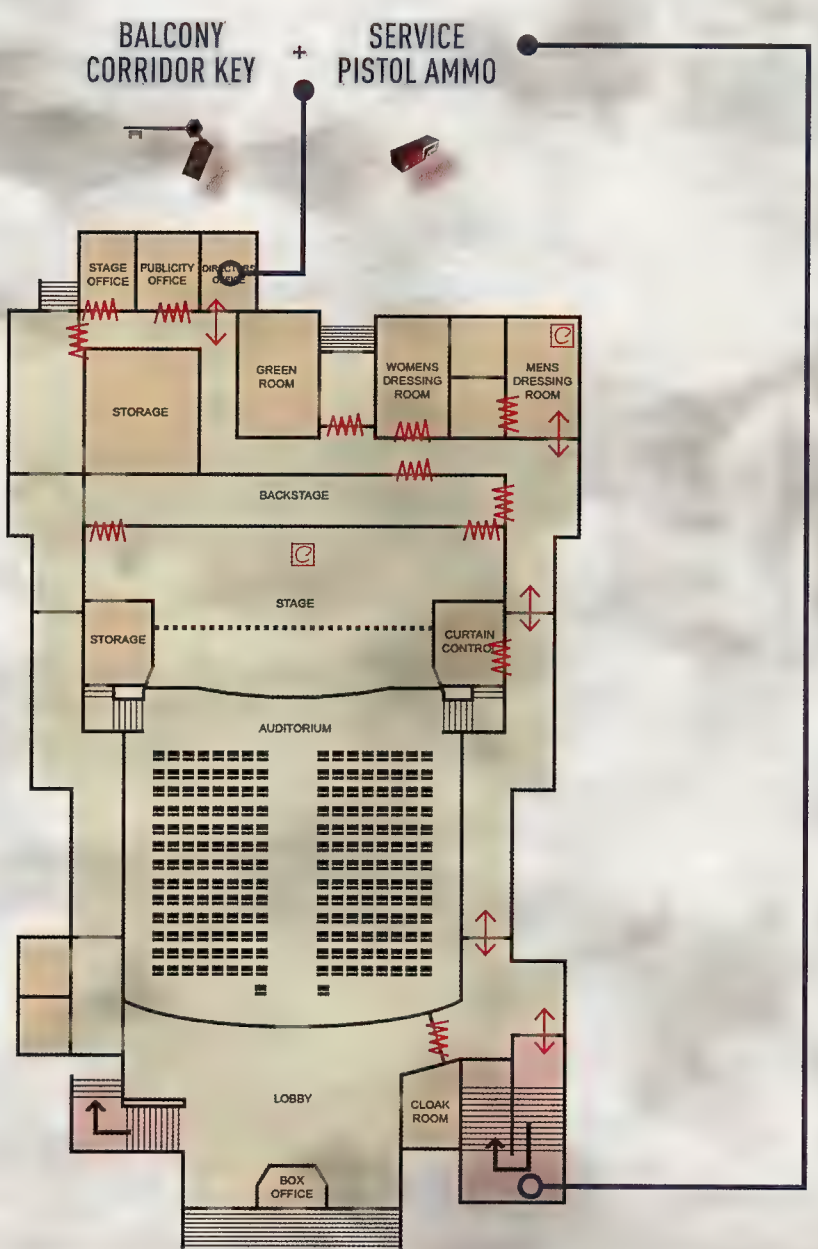
KEY:

↔ = OPEN DOOR

= MIRROR

= LOCKED DOOR

= SAVE POINT

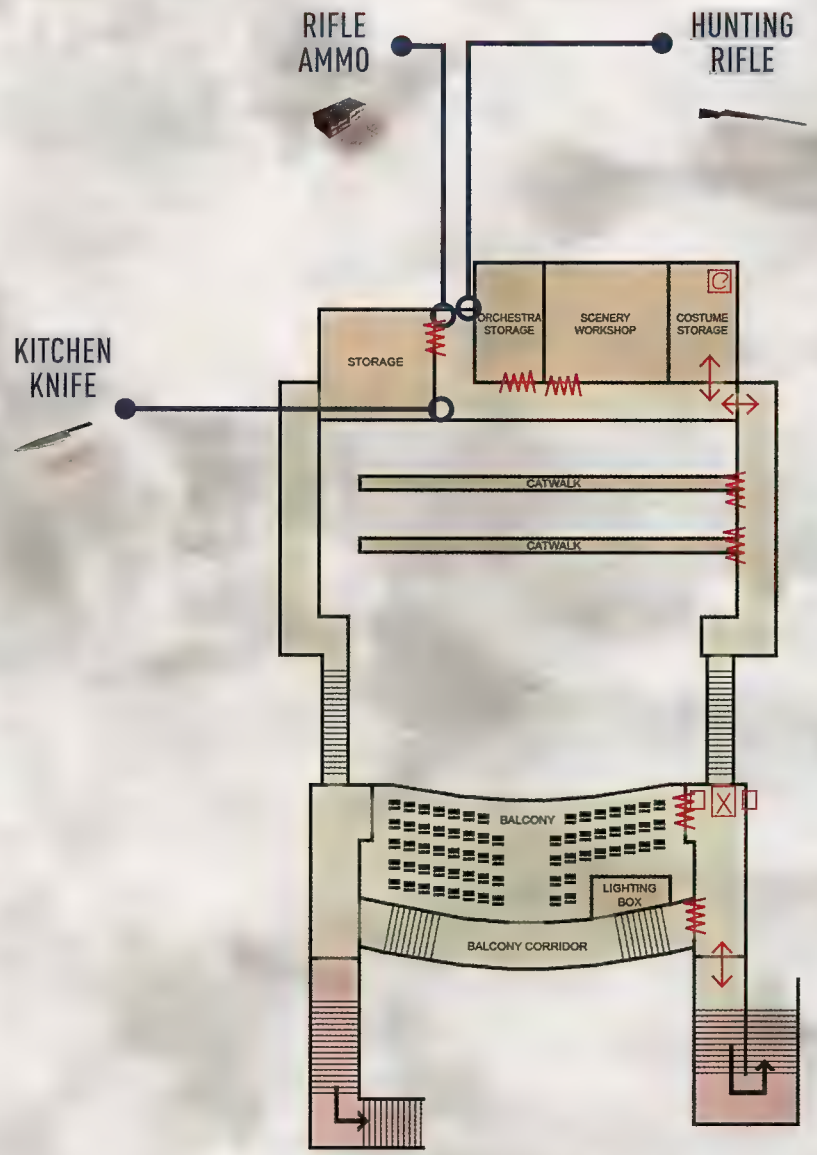


Theater: Other World: 1st Floor

KEY:

↔ = OPEN DOOR ▣ = MIRROR □X□ = TOTEM DOOR

⩘⩘ = LOCKED DOOR △ = SAVE POINT



Theater: Other World: 2nd Floor

Lobby

Before you feed your urge to revel in some classic plays, pick up the **Theater Map** on the bench in the back of the box office. To the left of the Lobby near an ashtray, you can find a **Health Drink** and a **Wrench**. There is no other way to go, so you must enter the Auditorium. To the right of the doorway is a stand with the **Theater Program Page**. Be sure to note the words in red. Also, further to the right is a Save icon.

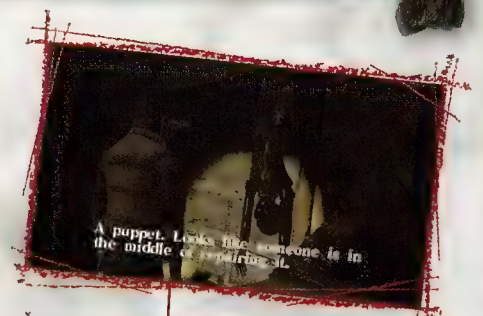
Auditorium

As you walk down the center aisle, you will run into Lisa. Strangely enough she is not worried at all about what is going on around this creepy town. Also, she will become inspired by her surroundings and give you a demonstration of her acting ability.

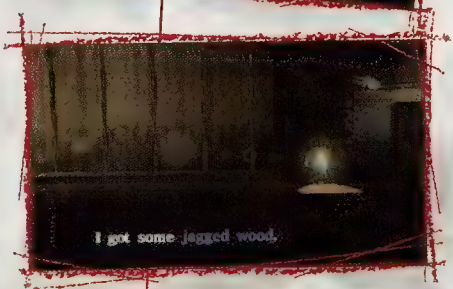
Go up the right short set of stairs to grab the **Health Drink**. This door is locked, so proceed to the other side and use that door.

Front Stage

As soon as you enter the Storage Room, you can pick up a **Typewriter**. If you examine the room, you might also notice a puppet that is in for repair.



Go out the adjacent door to the stage. The Safety Curtain is down, so you can only view the front section. Run along side the curtain, and grab the **Jagged Wood** near the door on the opposite side of the room.



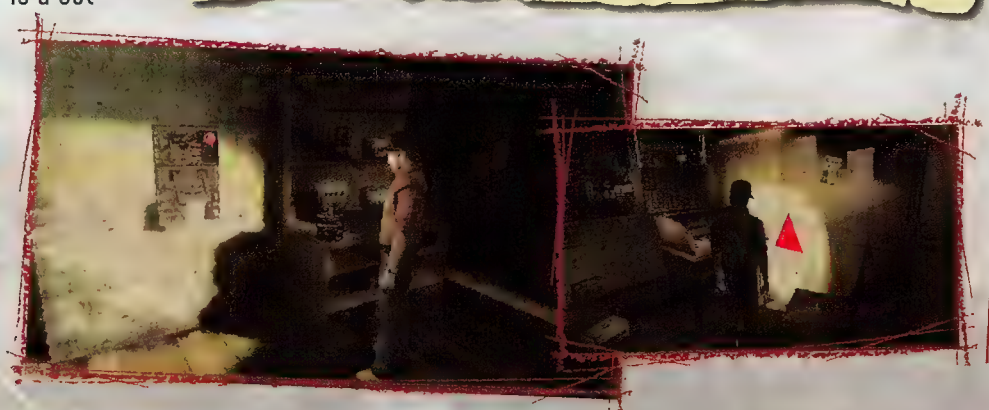
Curtain Control Room

There is a Save icon if you need it, but there are also lots of items to be had! There is a large lever on the wall that is used to raise the Safety Curtain. Examine this to find the **Technician's Warning**, which will describe that the curtain and the lights are on the same circuit. Perhaps you can use that to your advantage. Right next to the lever is a set of **Iron Weights**. On each side of the Save icon you can find a **Kitchen Knife** and **Service Pistol Ammo**.

ITEM ACQUIRED!
IRON WEIGHTS

DAMAGE: 100

These items are used in the Theater to hold down scenery, so you know they are very heavy. This is a slow but devastating one-hit weapon that should take down any regular monster. Save this for a trouble spot or when you have too many enemies ganging up on you.



East Hallway

When you exit into the hallway there is a **Hammer** down a bit on your left. Grab it if you need it, but head north through the double doors. As you pass by a puppet, it will come to life. The Ariel Puppet is a foe that will grapple you from the ceiling and continue its assault when it lands on the ground. You should be able to tackle it with melee weapons, so save your ammo. When the battle is done, grab the **Health Drink** from the shelf.

ENEMY ENCOUNTER!

ARIEL PUPPET

HEALTH: 150

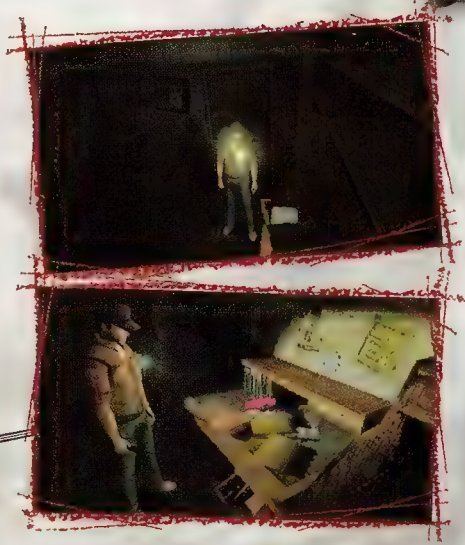
This seemingly inanimate object has come to life crawling across the ceiling to attack you from above. If it gets close enough, it will perform a grapple, and you must rapidly press the X button to break free. It will take several hits to drop it down from the ceiling. When it falls on the ground, it will assume its second form that you also may encounter. This form consists of the terrible Puppet begin upside down and attacking with its legs.

Men's Dressing Room

Grab the **Katana** half way down the long makeup table, and then check out the mirror. There is a set of **Production Notes** that mentions how each stage is to be set up. You can check out the costumes if you like, but don't use the mirror just yet. Instead, go back into the hall and continue down this corridor.

Director's Office

Pick up the **Portable TV** on the left and round the corner to get to the Director's Office.



As you enter the room, you will notice a blue square item. Pick up the **Sun Totem**, which will be a piece of a puzzle later on. In the back of the room, you can find a **Health Drink** on the bookshelf. However, the real prize in this room is the **Service Pistol** that lies in an open drawer along with a box of **Service Pistol Ammo**. To the left of the drawer is a **Handwritten Dairy Page** for you to collect.

ITEM ACQUIRED!
SERVICE PISTOL

DAMAGE: 25

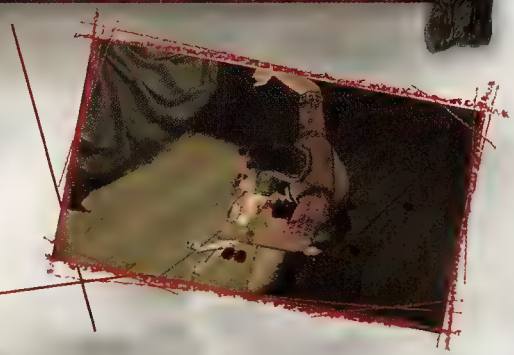
The Service Pistol is an incremental upgrade to the Target Pistol. It does slightly more damage and is a good replacement. One of its best features is that it has an eight-bullet clip. This larger capacity and increase in damage means fewer reloads and a quicker death for your enemies.

When you are done reveling over your new weapon, go back out into the hallway to the very end and grab the **Shotgun Ammo** on the chair. The rest of these doors are inaccessible, so it is time to go back to the Men's Dressing Room to use the mirror.

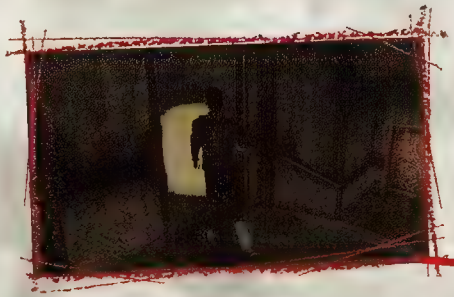
Once you pass through to the Other World, exit the room and tackle a pair of Ariel Puppets. One is not a problem, but two can be a bad situation. Use a heavy-hitting weapon or run down the hall to get some distance and try out your new gun.

Go back to the Director's Office in this new world. Inside you will find **Service Pistol Ammo** and the **Balcony Corridor Key** on a chair. Grab these items and go back to the Men's Dressing Room to return to the Mist World, so you can use that key.

Balcony



After using the mirror, travel your way back to the Lobby, cutting through the Curtain Control Room to the Storage Room and then the Auditorium. Note that the lifeless puppet you saw earlier in the Storage Room will be alive and swinging. Knock it off the ceiling and destroy it.



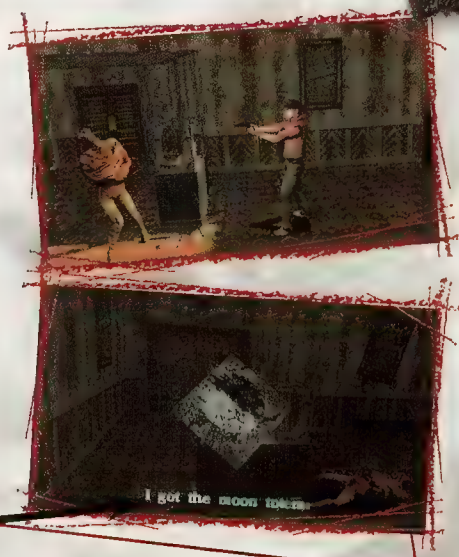
When you reach the Lobby, use the staircase to climb to the second floor of the West Wing of the Theater. On the couch to the right is some **Target Pistol Ammo**. Take the box and use the key to open the Balcony. About half way down the corridor, enter the Lighting Room.

Take the First-Aid Kit on the control board. Walk to the end of the room and grab all four **Bulbs** from the boxes on the shelf. On the opposite wall you can find the **Wiring Notes**. This note has a clever description of the order that the bulbs should be placed. Make sure to pick up the **Screwdriver** and the **Shotgun Ammo**, which are right next to this note.

Leave this room and continue down the corridor into the hallway. A lone Straightjacket will be lurking, so be sure you are well armed. After dispatching this monster, go down the stairs to the south. Pick up the **Health Drink** in the corner on a crate on the first mezzanine and descend to the first floor.

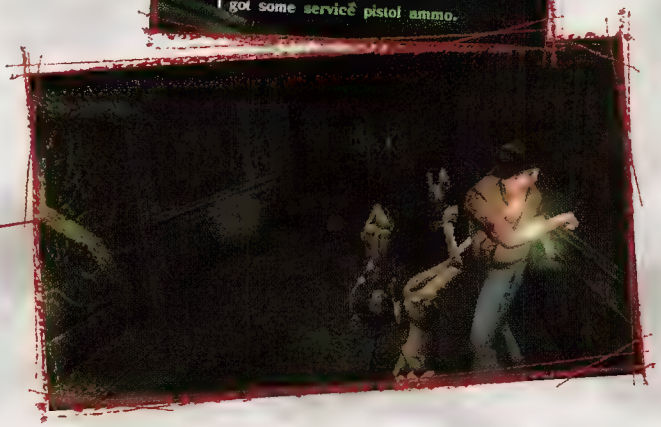
Use the Two Totems

As you enter the first floor, another Straightjacket will launch an acid bath across the room. Run around the display case in the center of this area and take it out. The center display case contains a valuable puzzle piece. Take the Moon Totem from the case, and you will have both pieces to unlock the door on the second floor in the Other World. Unlock the door to the north, and head all the way up to the Men's Dressing Room to use the mirror.



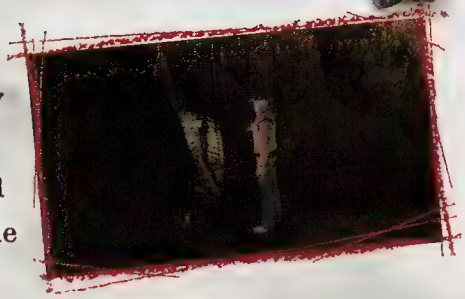
After reentering the Other World head out the door. Down this hallway a Carrion will pounce at you. Equip a handgun and take it out from a safe distance. When you pass through the next set of doors, an Ariel Puppet is already on the floor and charging in fast. Note that if you went to this area earlier on, you could find an elusive roaming Red Straightjacket that is very aggressive. In fact, shooting this creature can be tough — it moves in fast, and it has that long-range acid attack. At this point in the game, it is probably next to the Director's Office.

Climb the stairs and grab the **Service Pistol Ammo** on the railing between the two staircases. When you venture out on the second floor, a trio of Ariel Puppets lies in wait. These foes can be tough if you let them gang up on you. Now might be a good time to use a one-hit mega melee weapon or one of your most fearsome blades. If you are feeling overwhelmed, run to the end of the hall to space them out and use your firearms.



You can now unlock the door at the end of the hall. When you examine it the description mentions light on the right and darkness on the left, so place the Sun Totem into the right slot and the Moon Totem into the left one.

Turn on the Spotlights



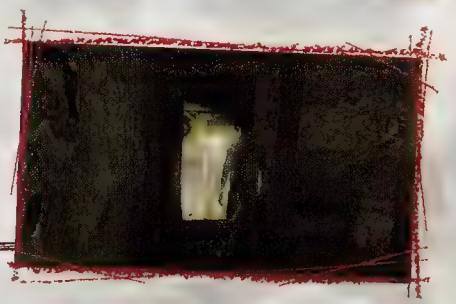
Go up the stairs and head down the long hall. If you are quick, you can run up to the Carrion in this hallway and attack it from behind. Enter through the doorway to the west. There are several Ariel Puppets to contend with down this hall and a Kitchen Knife stuck into some type of vine at the corner. However, turn right at this corner to find the real prize: a totem pole holding the Hunting Rifle. This is a very long-range gun that will let you drop enemies from across a room. However, it fires slowly, so only use it at a safe distance.

ITEM ACQUIRED!
HUNTING RIFLE

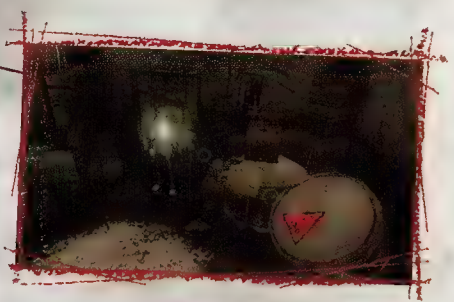
DAMAGE: 80

A hunter's best friend next to his dog, this gun has excellent range and is second in damage only to the Shotgun. Be warned! This breech loafer is a bit slow to fire, so do not use it in an extreme pressure situation. However, it does have a slight advantage in that it holds four rounds before you have to reload. This is best used after you have put a decent amount of space between you and your foe. A handgun is better for close combat, but this rifle is excellent at doing long-range damage.

Now that you are even better armed for combat, go back down the hall to the Costume Storage and use the mirror to return to the Mist World.

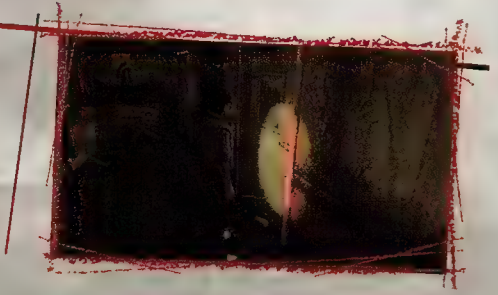


Pick up the **Katana** on the shelf and walk over to the sewing machine to grab the **Sketches** and the **Health Drink**. The piece of paper talks about the Butcher — that big brute you saw nearly cut a Nurse in half.



Out in the hallway are a couple of Ariel Puppets that are spread out enough to not cause you any problems. Go west down this hall into the Orchestra Storage. There is a Save icon if you want to use it as well as some **Iron Weights** in the back.

At the very end of this hallway, just outside the Storage Room, is a valuable **Ampoule**. Grab this life-giving vial and go into the southern hallway near the Catwalks. Two Straightjackets lurk about, but they are spaced out enough to deal with them any way you choose.



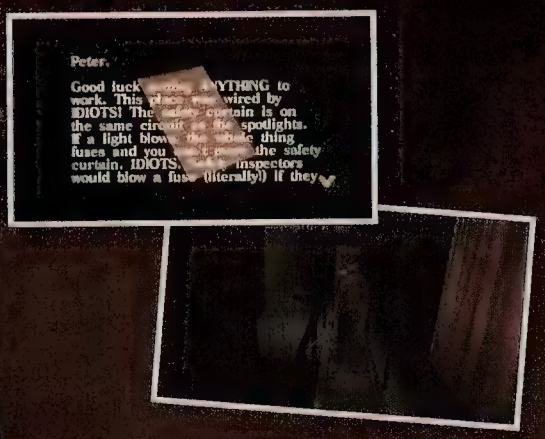
The door to the first Catwalk is jammed, but there is a box of **Rifle Ammo** in front of it. Go to the next door to finally find a use for the bulbs you've been carrying around.

PUZZLE: Bulb Placement

REWARD: Turn on the Spotlights

HINT: The Technician's Warning talked about the spotlight circuit. Also, the Wiring Note has a complicated formula for the order of placements.

From the Technician's Warning you realize that the safety curtain is on the same fuse as the spotlights. So, you must replace the bulbs in the spotlights to lift the curtain. Of course, nothing in ever that simple. You have four bulbs of different wattage, and they must be placed in the crazy order denoted by the Wiring Note.



This is basically a logic puzzle that looks like something on a math test. You can see that all the spotlights are clearly labeled with a letter. Now you just need to figure out where each one goes. The bulbs you have at your disposal are 125, 250, 500 and 750 watts.

It's time to break down what the Wiring Note is saying. To put the text into an equation format, it would look like this:

$$B = 1/2\ D$$
$$A + B < C$$
$$D < A$$

The first line tells you that B is half of D, so B can only be something that is half of one of the other numbers. This means B is either 125 (half of 250) or 250 (half of 500).

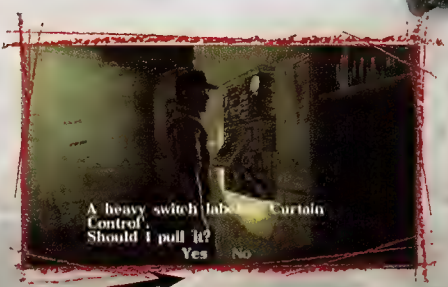
The last line tells you that A is larger than D. By substitution put this into the first line A which is large than two times B. Mathematically it looks like this: B=1/2D is the same as 2B=D. So if D<A, then 2B < A.

The next line gives us the last clue, which says that C is greater than A and B. So that says that A(2B) + B < C. The only way this works is if B is 125 since three times any other number is higher than 750. So that makes D = 2B= 250. That leaves only 500 and 750. If A is larger than D but less than C, that means A is 500 and C is 750.

When the bulbs are all placed correctly, go to the end of the Catwalk and clink on the small knob on top. If you did everything right, the blue light will glow, and the spotlights will now shine brightly on the stage below.

Setting the Stage

With the lights back on, head south to the stairs. Unlock the door and take the next flight of stairs all the way down to the first floor. Make your way to the Curtain Control, and throw the lever on the panel to raise the safety curtain.



Go out onto the stage, and go to the far-left side to find some **Shotgun Ammo**. On the opposite side are control levers for the props and scenery. You will notice that the bottom prop's lever is missing. The goal here is to use the levers to properly create all three scenes.

PUZZLE: The Stage

HINT: — Set the stage with corresponding props and background scenes.

REWARD:
Other World entry

Each lever controls a different piece of scenery and props. You simply pull the right set of props and scenery levers to set the stage correctly. When the scene is set correctly, the mirror in the background will become active. The order and specification of each lever is as follow from top to bottom.

Scenery
1- Trees and Arch
2- Icy Cave
3- Bookcases with 3 doorways

Props
1-Table
2- Trees
3- Chandelier

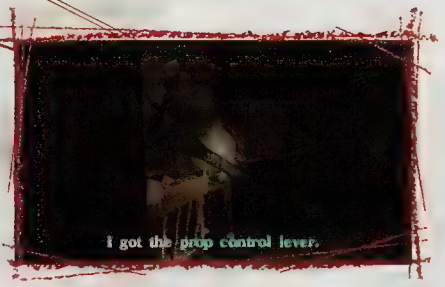
Search around for a bloody-looking dead tree to the left. There is a large knothole in the tree that holds the **Stage Office Key**. Grab this key, and use the mirror to return to the Mist World.

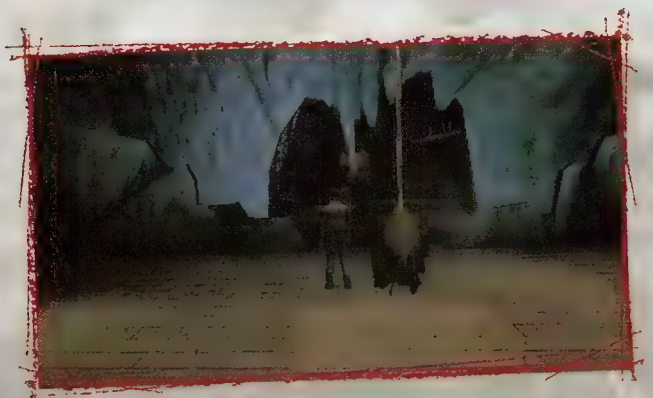
Go back to the production panel, and throw the third scenery lever and the first props lever to create a library-like setting. Once again use the mirror in the background.

Around one of the books shelves in the back-right corner are **Shotgun Ammo**, an **Ampoule**, **Rifle Ammo** and the letter **Manifestations of Delusions** resting on a pedestal. Pick up all the goodies and search the large table in the center for three notes that give a lot of insight into your "situation." On this table you will find **An Id Torn in Two**, **Astral Projection: The Perfect Assassin**, and **Repression and Coercion**. Use the mirror to return to the Mist Word so you can use the key you picked up.

It's time put the Stage Office Key to use. Make your way through the Curtain Control Room and all the way up and around to the office. A Carrion and several Ariel Puppets will attempt to slow your progress. Use the handgun on these foes when you have the space.

In the Stage Office lurks another Puppet crawling on the ground. Smash it to bits and grab the **Prop Control Lever** on the small table in the back corner. Now you have to make the long trek back to the production panel.





Use the lever on the production pane, and the third prop setting is now available. Throw the second scenery lever and the new third prop lever to create the cave dwelling. When you are ready — and we mean ready to leave the Theater — enter the mirror in the scenic background...

BOSS

Caliban

HEALTH: 300

This is the largest enemy you have encountered, and it can be very intimidating at first. Also, this beast is extremely powerful, and a single hit can end your life. However, the good news is that something that size does not move around very quickly. You should be able to run around this monster and get plenty of distance.

This behemoth does move rather slowly, but don't get over confident, as it has a charging-type move that can cover ground really quickly. This lone move can bowl you over and send you to game over before you realize it. This is slightly telegraphed by the creature crouching down before it springs.

Its other main attack is to raise its front hoof-like legs and slam them down on you. This attack is completely devastating, and it will take you on fast. Luckily there is a bit of a warming as it rears up before slamming those feet to the ground in a dust cloud.

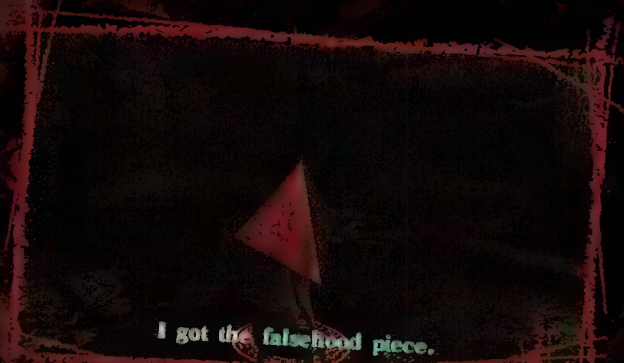
Battle Option 1

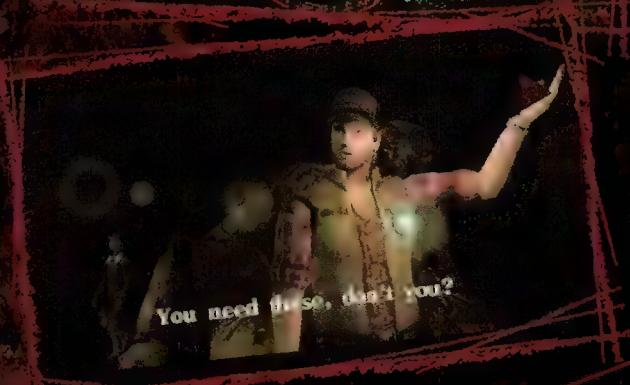
This monstrosity can be defeat with melee weapons if you are quick and careful. Because all of its deadly attacks are from the front, the logical choice is to circle around it and attack from the rear. Lure the beast out into the open and run around it until you can out flank it and attack its sides or rear. Just be careful you don't bump into the beast or get caught by its massive hooves as you circle it. One of the best opportunities you will have to strike is right when it begins its Raised Stomp attack. This should give you plenty of time to run around the creature and get a few hits on it.

The safest method to bring down this beast is to take advantage of your newly acquired Hunting Rifle. This area is very long, so you can sprint all the way across from side to side and make the slow creature chase you while it eats bullets. Although this rifle is slow to fire, there should be plenty of time if you race from the far left and right edges.

Battle Option 2

Alternatively, you can use one of the handguns, if you want to get more up close and personal or if you want to burn through some of that ammo.



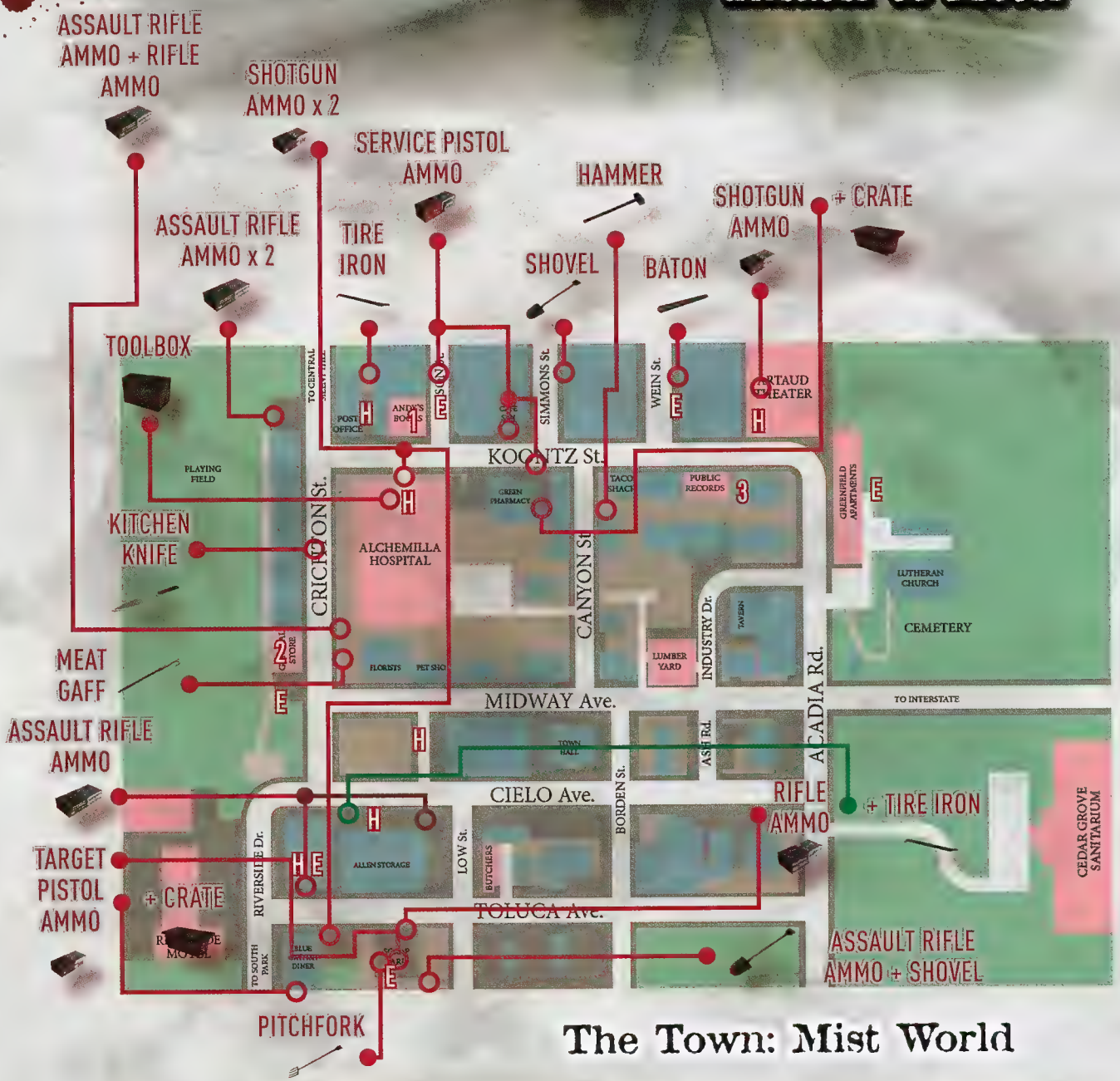


When the battle is over, pick up the Falsehood Piece in the center of the insignia. The girl in the blue dress will appear once again, and you begin to realize that she wants you to collect these strange pieces. Once again she will use her mental abilities to knock you out.

When you awake there is a corpse in the Lobby that has the Motel Key. Grab this item and head outside to journey to that somewhat familiar location.

STREETS OF SILENT HILL 4

Theater to Motel



The Town: Mist World

KEY:

ENERGY DRINK = E

HEALTH DRINK = H

1 = ASSAULT RIFLE + ASSAULT RIFLE AMMO x 2 + BOOKSTORE KEY + SHOP NOTE

2 = AMPOULE + ASSAULT RIFLE AMMO + SERVICE PISTOL AMMO x 2 + SCREWDRIVER + TOOLBOX + TILL RECEIPT + BROKEN POLE

3 = FILING CABINET + TYPEWRITER + RIFLE AMMO x 2 + CLOSED CASE + SERVICE PISTOL AMMO x 2 + ALTERED POLICE REPORT

Awakening

When you awake, there is a corpse in the Lobby that has the **Motel Key**. Grab this item, and head outside to journey to that somewhat familiar location. In the alleyway just to the west of the Theater are a **Health Drink** and **Shotgun Ammo**.

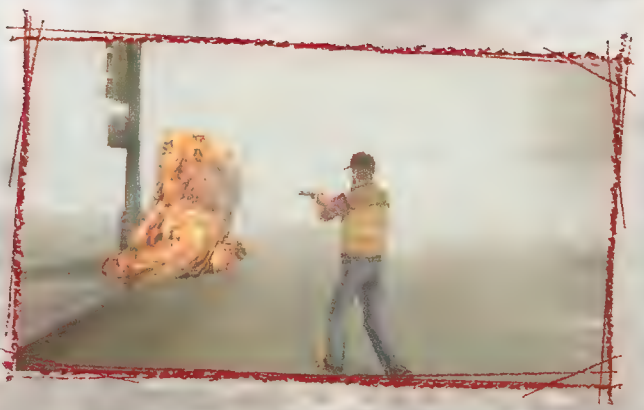
Public Records Office

Cross Koontz St. to enter the Public Records Office. To the right of the large counter is a Filing Cabinet near the widow. Go to the back of the room, and you can find two boxes of **Rifle Ammo** and the note: **Closed Case**. The middle table is empty, but the last one has a **Typewriter**.

Head into the small office to get two boxes of **Service Pistol Ammo**. Right next to the ammo is the **Altered Police Report** that covers up the incident with the little girl you saved.

Koontz Street

As you make your way along this road, you will surely encounter Straightjackets and Carrions. However, a new larger Carrion also makes its first appearance. This huge version of the monster is a lot tougher than its little cousin. You can pump a lot of shots into this thing before it will drop. The only good news is that its large girth prevents it from performing a fast lunge, like the trial-size version. When you are finally able to slay this beast, it will vanish in a green mist.

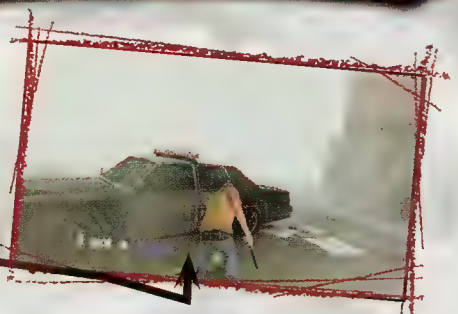


ENEMY ENCOUNTER!
CARRION MOTHER

HEALTH: 225

This is a super-size version of the Carrion that is both stronger and slower than its little namesake. Thankfully, its large size means it moves slower. It should give you a bit more time to circle it and attack from the rear, or run and get some distance to shoot it down. Unlike the smaller version, it does not have the quick lunge attack, so while its size is intimating in many ways, it is not as lethal. However, it does have its own unique attack where it will stand up on its haunches and come crashing down. If you stand in front of it, you can entice this attack and quickly run around to its backside for some quick melee action.

On your journey west on Koontz St., stop down Wein St. to pick up an **Energy Drink** and a **Baton** near a abandoned police car.



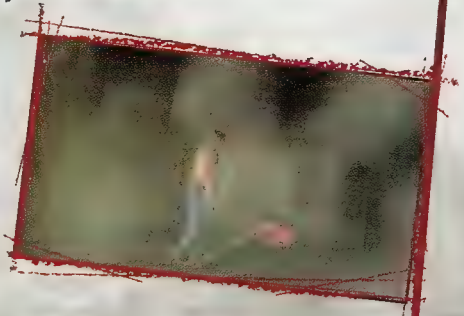
Halfway Down Canyon St. you can find a **Hammer**, and on the opposite side of the street, you can locate a **Shovel** at the end of Simmons St. in back of the broken striped gate. Keep traveling west on Koontz St., and stop by the front of the Café Sun to grab the **Health Drink** on the table and the **Service Pistol Ammo** in the corner.

ITEM ACQUIRED!
SHOVEL

DAMAGE: 25

The Shovel is not a high damage-dishing implement, but for a weapon with this range, it is actually one of the best of its type. It deals more damage than most of the very long pole-type weapons. Not only is it a great tool for burying bodies, but it also helps kill them.

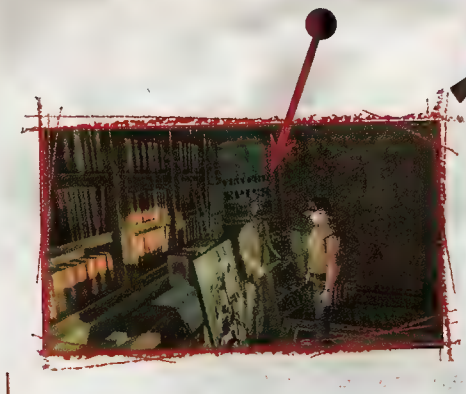
At the far end of the Green Pharmacy, you can find more **Service Pistol Ammo** that you can use on all the creatures roaming around outside. Continue around the pharmacy, and in the alley, you can pick up the **Crate** and **Shotgun Ammo**.



By now you are running out of roads to search, so head down Wilson St. At the far end of the road, pick up the **Service Pistol Ammo** and an **Energy Drink**. That pretty much ends your treasure hunt so far. It's time to go back down Wilson St. to enter Andy's Bookstore.

Ash Road

Go behind the register to the back of the store to find a military standee holding the **Assault Rifle**. This gun has automatic fire speed and a large clip to pelt enemies with bullets! To the left of the gun you can find two boxes of **Assault Rifle Ammo** to provide some target practice.

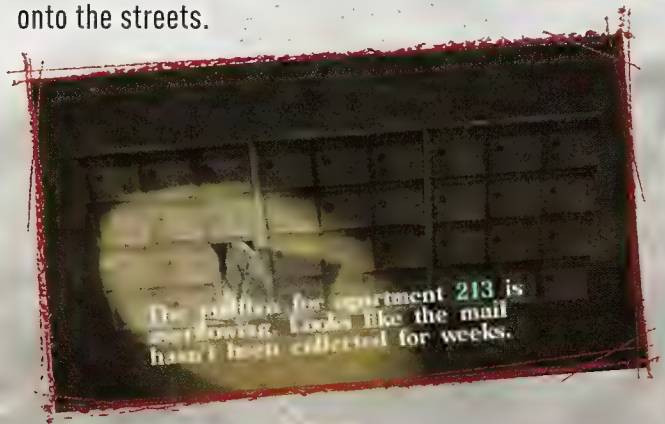


ITEM ACQUIRED!
ASSAULT RIFLE

DAMAGE: 12

This iron curtain knock-off has an very fast rate of fire. Thankfully, the magazine clip can hold 18 rounds, so you won't run out too fast. The damage of each shot is not very high, but you have to consider that with nearly no delay between shots, you can pump out bullets quick enough to pin down any enemy. This is a great weapon when you want to mow down your enemies.

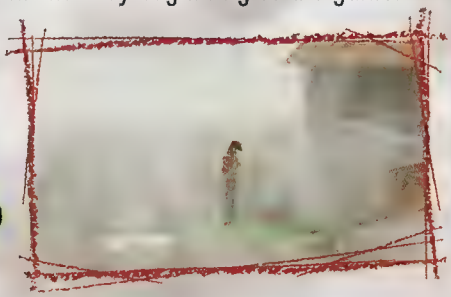
Now that you have this awesome firearm, turn around and check out the cash register. When you examine it, you will get the **Shop Note**. There is a very important clue highlighted that mentions the mailbox number of the Greenfield Apartments. Remember the mailbox that was overflowing from before? This is the combination to unlock the register. Take a look at the register, and enter the code 213. The drawer will pop open, and you can get the **Bookstore Key**. Use the key on the back door, and go back out onto the streets.



Crichton Street

Go back to the area outside the hospital to find some new items. On the dumpster by the gate are a Health Drink and two cases of Shotgun Ammo. Be sure to check by the main entry doors to find the Toolbox.

On the opposite side of the street, you can go back down into the alley you entered in the very beginning of the game. It is now repopulated with a Health Drink and a Tire Iron. Head North on Crichton St. to find two sets of Assault Rifle Ammo on a bench.



ITEM ACQUIRED!
TOOLBOX

DAMAGE: 100

A nice heavy metal toolbox with sharp edges is just what you need to battle monsters. This one-use weapon does a ton of damage, and since the lock is busted, the best use you can possible find for it is to smash it on a monster.

ITEM ACQUIRED!
MEAT GAFF

DAMAGE: 30

Just like the Meat Hook, this is a long and very sharp metal-hooked weapon. However, this has a very long pole, and it is also slow to swing. While this does a good degree of damage, you cannot swing it very fast, so don't look to perform combo attacks with this weapon.

Now it's time to make your way south via the General Store. As you travel south on Crichton St., grab the Kitchen Knife from the place where you originally got the map to Silent Hill. A little further down, you can find some Rifle Ammo and Assault Rifle Ammo on a dumpster. Right next to this ammo, on the gate, is also the Meat Gaff.

General Store

Finally, you earned a chance to save your game with the icon on the wall. There are a lot of items to pick up while you are here. If you walk straight ahead from the entry doors, you can find an **Ampoule** below a vertical a sale sign. The next aisle over has a trio of ammo, including **Assault Rifle Ammo** and two boxes of **Service Pistol Ammo**.

On the floor near the open cooler are a **Screwdriver** and a **Toolbox**. Opposite the Save Icon are a Health drink and the **Till Receipt**. As you pass through the open doors, a **Broken Pole** lies on the floor. Use the back door to get back to the streets.

ITEM ACQUIRED!
BROKEN POLE

DAMAGE: 15

This is not a very damaging weapon, but its long length can be used to keep monsters at bay. It is a light weapon, but its swing is very slow. It's not your best choice but use this on foes that you can safely keep at a distance.

Midway Avenue

Before you exit this alley, get the **Energy Drink** on the crate. Head down Midway Ave., but you will find that it ends abruptly. You will need to turn right down the small alley to get to Cielo Ave. About halfway down, you will find a **Health Drink** near a trash can. Look out for the Carrion in this tight space and shoot to kill.

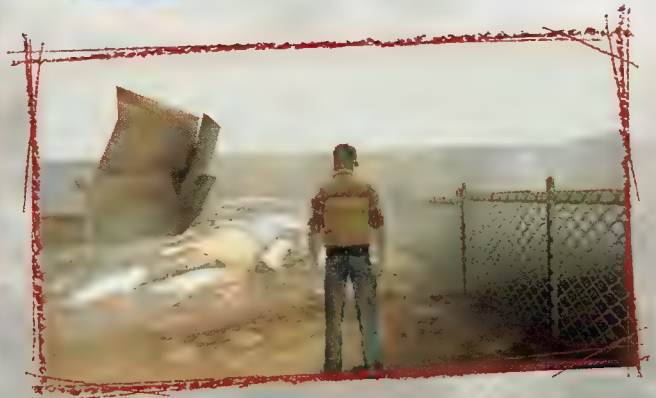
If you go west a bit on Cielo Ave., you can find several items on a bunch of crates, including a **Health Drink**, **Rifle Ammo** and a **Tire Iron**. While it is tempting to use this alley shortcut, go back east on Cielo Ave. to collect a few more items. Be cautious, however, as a Caliban will be lurking about and will re-spawn here. Remember that this huge monster has a charge and front slam, so try to entice it to rise up and hit it from the rear.

There is a trick path that leads around the Allen Storage building at the end of the street. In the far edge of the corner, you can grab some **Assault Rifle Ammo**.

Toluca Avenue

When you get to Toluca Ave., you can only go west. Be careful of all the "great biggies" that roam on this street, such as the Big Carrion and the Caliban. Enter the first area of the Scrap Yard for some trash picking.

Toward the back you can find a **Shovel** and **Assault Rifle Ammo**. If you keep going all the way to fence, there is an **Energy Drink** and **Target Pistol Ammo**. Follow the chain link fence to the other corner to get the **Pitchfork**.



ITEM ACQUIRED!
PITCHFORK

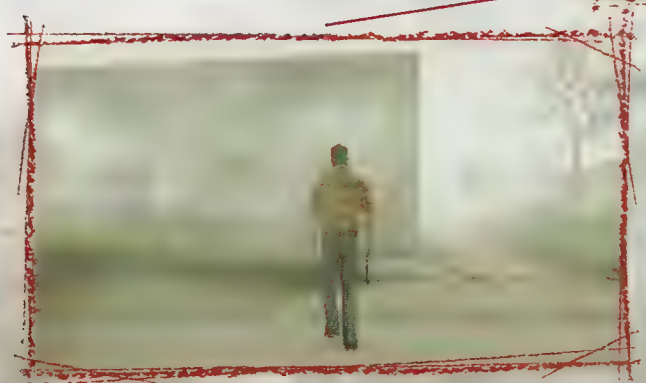
DAMAGE: 25

This is definitely great for handling hay, but it might not be your best choice for slaying monsters. It does a fair amount of damage, but it is rather slow. If you intend on using it, be sure to take advantage of its range.

In the next alcove over, you can find some **Rifle Ammo** lying by the dumpsters. Keep on going west, and you can pick up two cases of **Shotgun Ammo** near the back fence with the trees and fallen leaves.

Riverside Drive

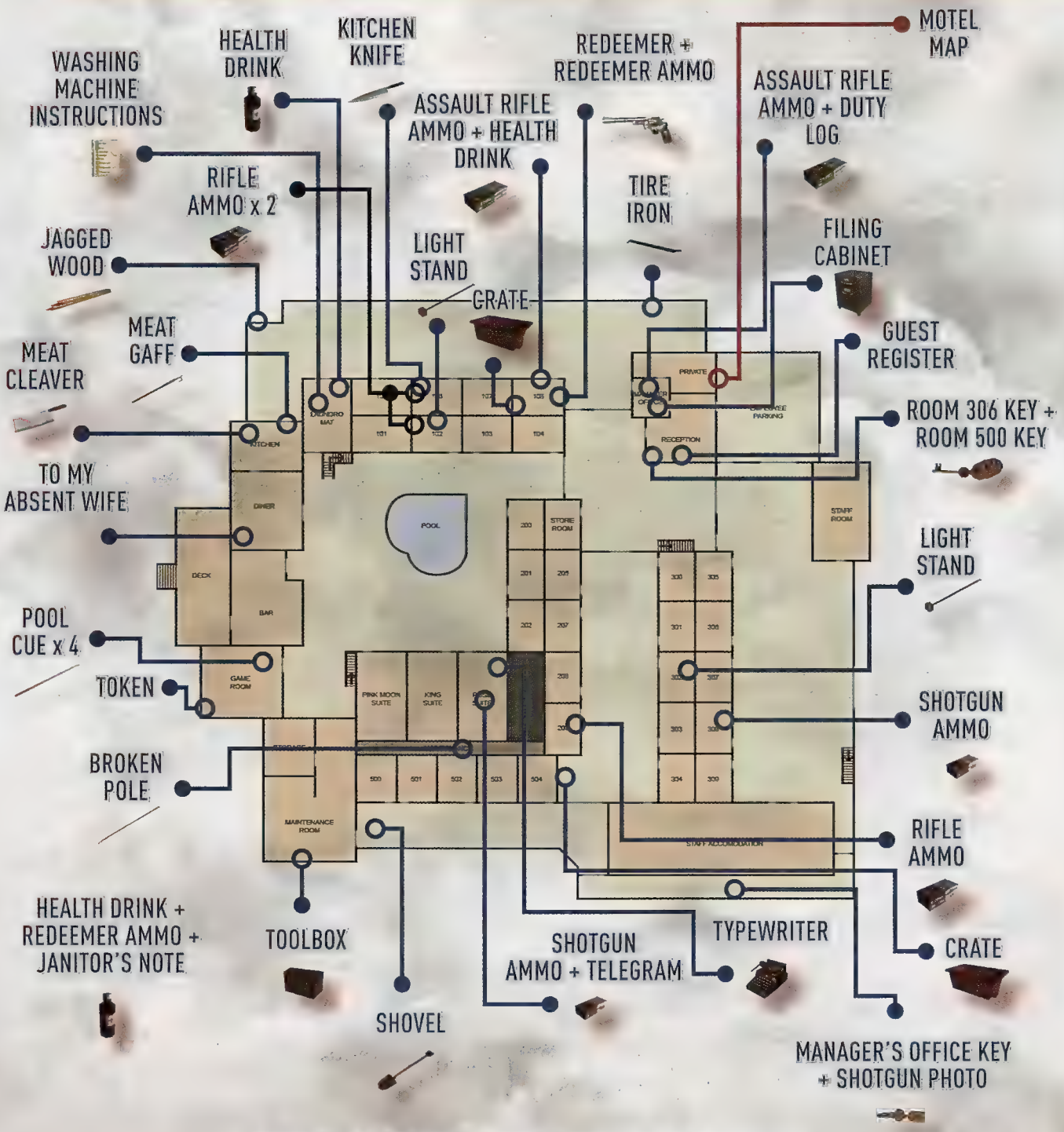
Sadly, your street-roaming days are almost over. Before you go to the Motel, head all the way down Riverside Dr. on the east side of the road to duck into a cubbyhole that contains a **Crate** and **Target Pistol Ammo**.



It's time to get back to the business at hand, and check out the Motel. Go up Riverside Dr. and look for the Motel sign on your left. Go around to where the sign says, "Employee Entrance" and enter the Motel grounds.

Area FOUR

RIVERSIDE MOTEL



Motel: Mist World: 1st Floor

(Key Items)

KEY:

↔ = OPEN DOOR
MM = LOCKED DOOR
= MIRROR
△ = SAVE POINT
= WASHING MACHINE
= ROTARY CALENDAR
= VICE

Motel: Mist World: 1st Floor

(Indicators)

Motel: Other World: 1st Floor

(Key Items)

KEY:

↔ = OPEN DOOR

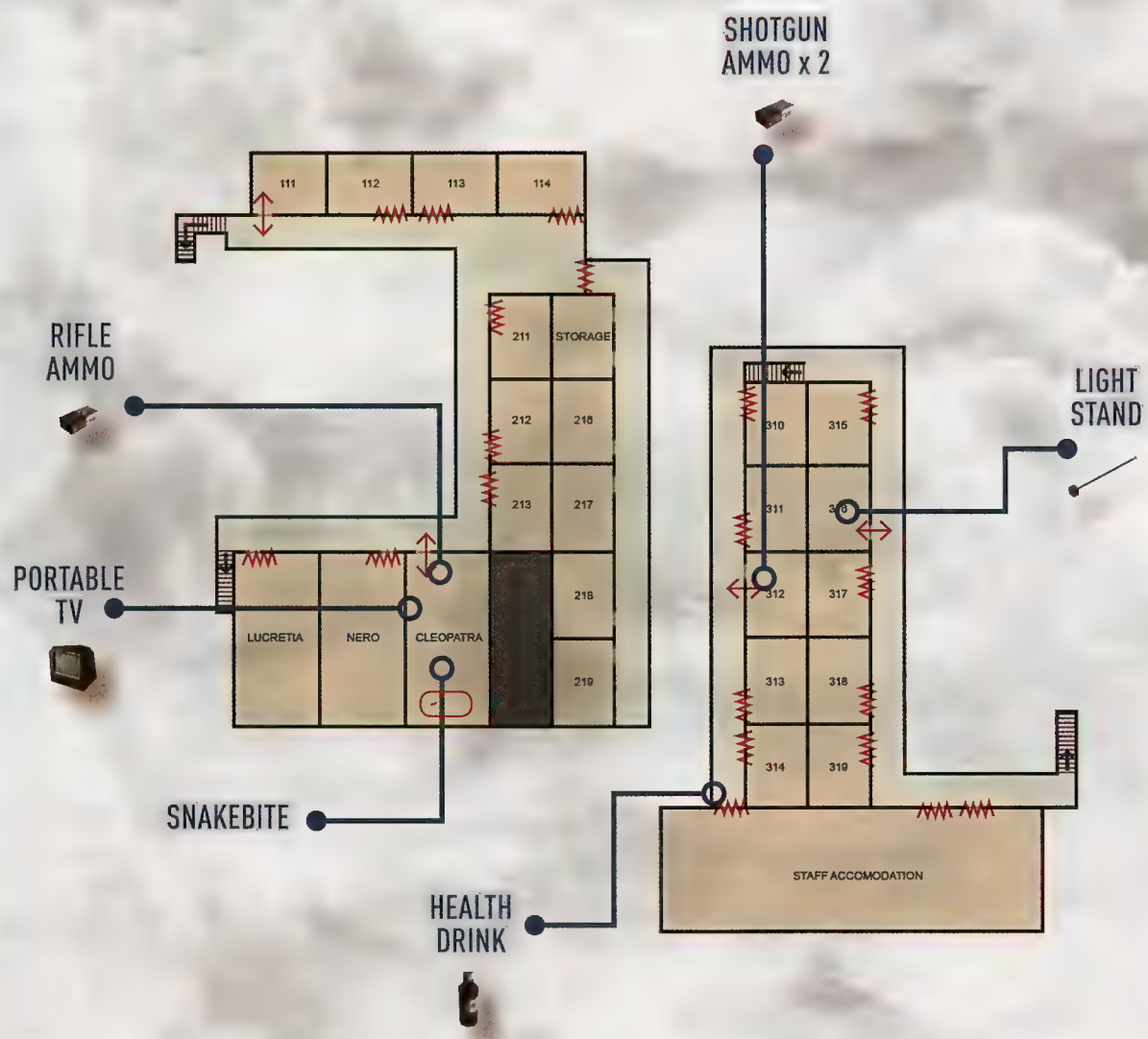
= MIRROR

= LOCKED DOOR

= SAVE POINT

Motel: Other World: 1st Floor

(Indicators)

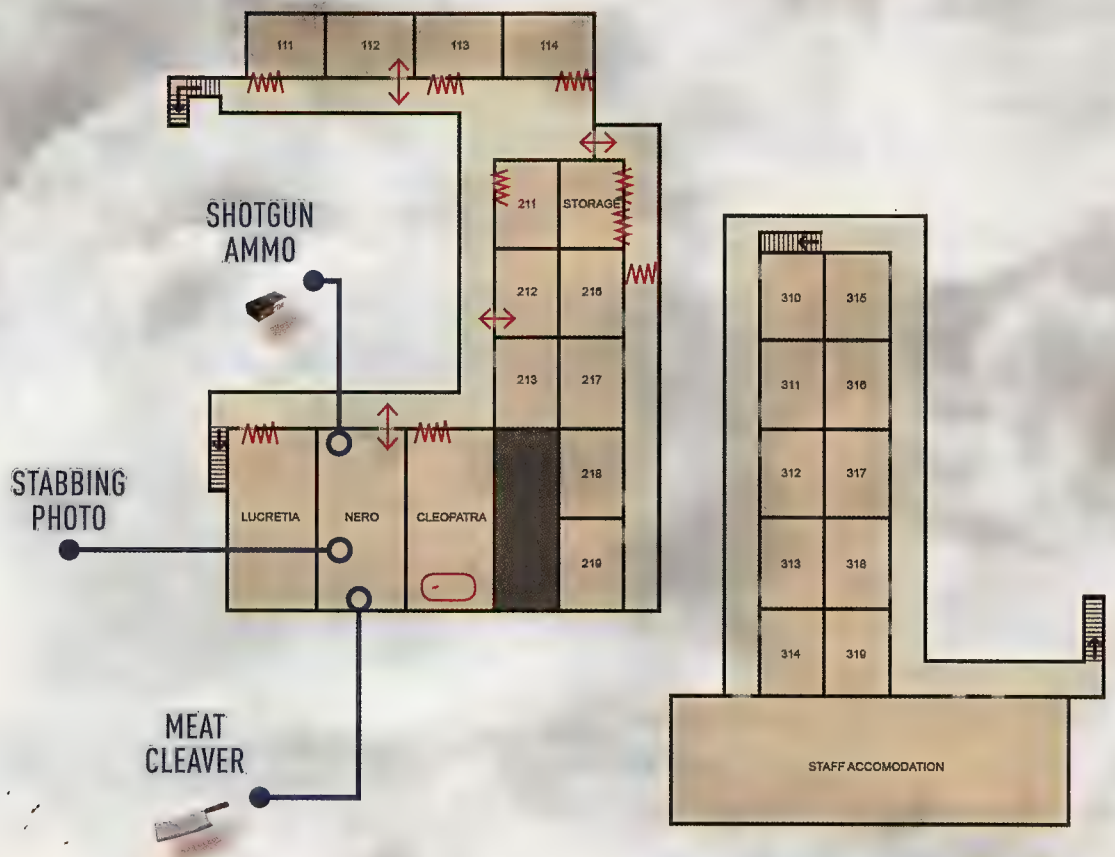


Motel: Mist World: 2nd Floor

KEY:

↔ = OPEN DOOR = MIRROR = TUB

= LOCKED DOOR = SAVE POINT



Motel: Other World: 2nd Floor

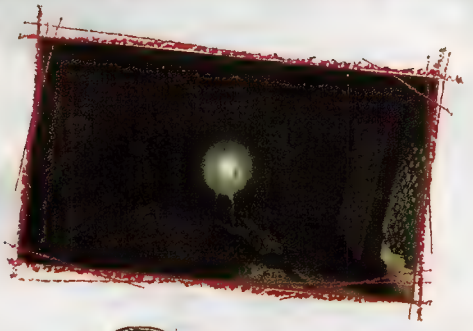
Reception

You start this area in the Employee Parking Lot. The only thing you can do out here is use the Save icon on the wall, or walk up the ramp and use the Motel Key to enter the Reception Area. When you enter this new spot, a flashback will ensue.

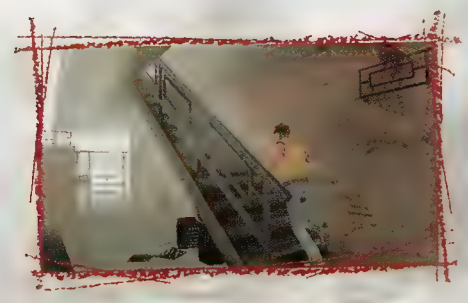
There is a lot of nifty stuff to look at here, but before you do anything, take the **Motel Map** from the wall. Step up to the front counter and grab the **Guest Register** to find a similar name. On the other side of the desk is a Rotary Calendar, but you can't use that yet. Also, behind the desk is a board full of keys. Grab the **Room 306 Key** and head out into the courtyard.

Rooms 206-209 & 300-304

Many of these doors are chained, but you can go south to enter the first area of rooms.



Each of these internal courtyards is filled with rooms. Since nobody is around, you might was well check them out. Room 302 is open, so pop in and take a look around to find the **Light Stand**. This is another long weapon but without much kick. Room 209 is also open, but look out for the Straightjacket that is in the bathroom. Kill this monster quickly, and grab the **Rifle Ammo** near the sink.



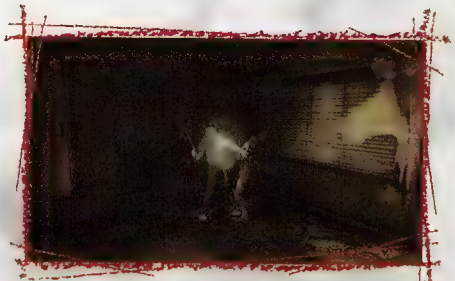
That's it for the open rooms in this section, but before you go back to the first area, stop by the side of Room 504 to grab the **Crate** by the dumpster. Go back to the first area, and use the metal staircase in the back to get to the second floor.

ITEM ACQUIRED!
LIGHT STAND

DAMAGE: 15

This is a long pole-like weapon that excels in range but not much else. It is not very powerful, but when you want to keep a safe distance, it will get the job done. Keep in mind that this is an average Light Stand, not a sharpened tool of destruction.

Second Floor: Rooms 310-319



In Room 312 another Straightjacket lies in wait. It will charge at you as soon as you enter the room. Act fast, and run around it to turn the tables and take it out. Pick up two boxes of **Shotgun Ammo** and head down to Room 314. Outside this room on the A/C unit is a **Health Drink**.

Room 316 contains another **Light Stand** and some wedding gear that looks like it has been sitting for a while. The rest of the doors are locked in this row, so follow the railing to the end and go downstairs to a new set of rooms.

Rooms 305-309

When you enter Room 308, you can expect a serious ambush by a Two Back. This monstrosity has both a lunge attack and an acid attack that can make it very deadly up close or in distant combat. Spare no expense on this foe, and break out your best weapon. Be sure to take your spoils of victory, and grab the **Shotgun Ammo** in the bathroom.

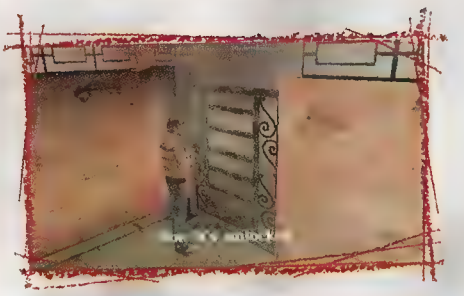
ENEMY ENCOUNTER!

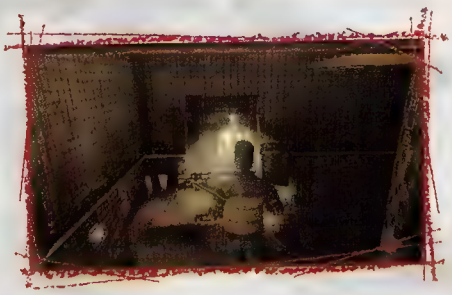
TWO BACK

HEALTH: 200

The double-decker monster is very deadly! Not only can it spit acid from across the room, but it can also pounce on you with a devastating lunge attack. When you have the space, use one of your firearms to drop it from a safe distance.

Instead of entering Room 306 just yet, go all the way north and be sure to unlock the two gates to the north and west. This will help you get to the Save icon and allow for easier backtracking.



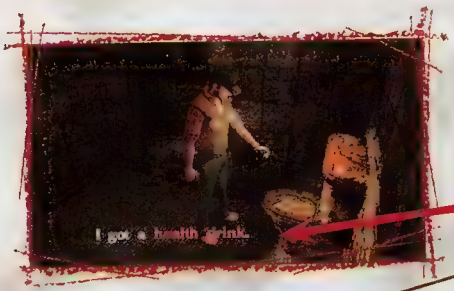


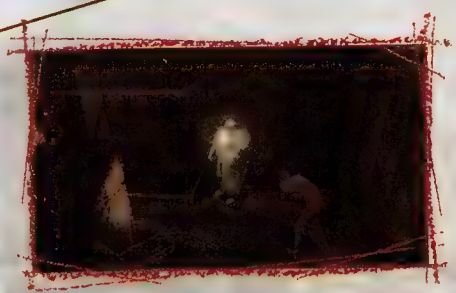
You will finally get to use the key you found in the Reception when you open Room 306. Sadly, there are no items in this room, but there is something very important to your progress: a mirror! You have explored all you can in this world, so use the mirror to cross over.

Rooms 305-309

In the Other World, you can grab a heartfelt note — **To My Beloved Wife** — on the wall before leaving 306.

Room 309 has a couple of goodies for you, but look out for the Straightjacket that has taken up residence. It will be off screen when you first enter the room, but it can use that acid spit from a great distance. After you have taken care of this monster, grab the Spear and head into the bathroom to get the **Health Drink** from the toilet.

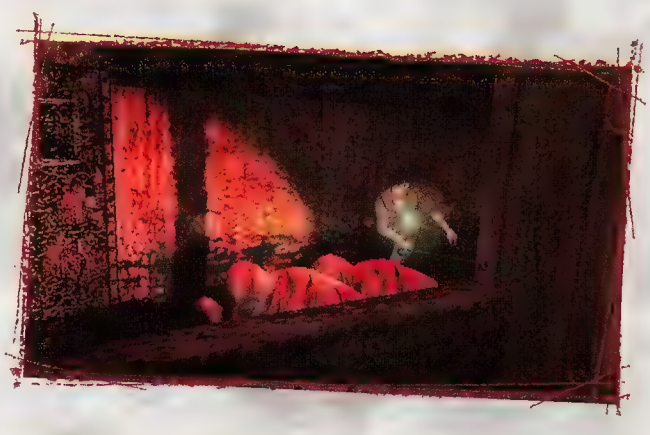




ITEM ACQUIRED!
SPEAR

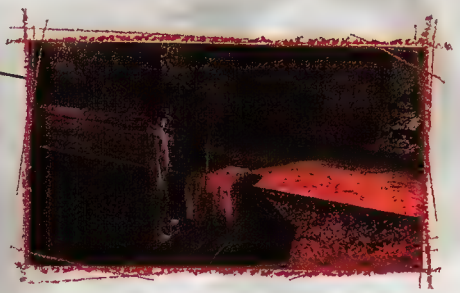
DAMAGE: 20

This is just what you expect... it is a spear. It's long, pointy and somewhat slow, but it does a decent amount of damage for a pole weapon. Also, this has great durability to continue to keeps those nasties from getting close.



The rest of the rooms are locked, so go northwest through the gate into the area near the reception area. After you pass through this gate, there is a pair of Carrions roaming around that can cause you some serious grief if they group together. Run away to deal with them at a safe distance, or try a one-hit weapon to even the odds. In the far corner, pick up two boxes of **Shotgun Ammo** and proceed south to the next set of rooms.

Rooms 206-209 & 300-304



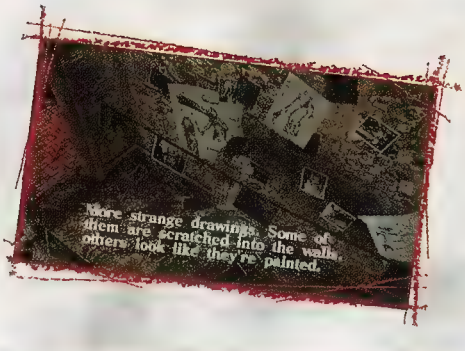
In Room 209 there is a **Spear** that you can nab. There is nothing in there to fear for a change! Down a ramp in the center is a **Pitchfork** in the corner.

Go over to Room 301 to find another Straightjacket. If you walk in too far, it will quickly grapple you. If this happens, hit the button indicated by the prompts, and slay the beast. Your reward for all this is a **First-Aid Kit** in the bathroom.

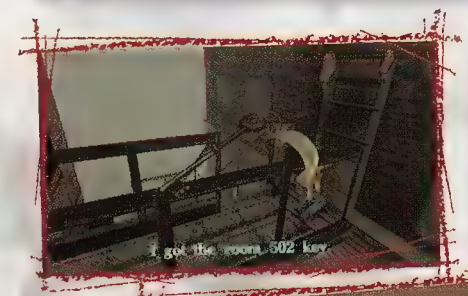
Rooms 500-504 & Maintenance

Check out all the rooms in this row. Everything in this sections is locked up tight, so go into Room 503, which has a mirror to return you to the Mist World.

Back in the Mist World, when you arrive in 503, you'll see lots of strange and disturbing drawings on the walls. When you are ready to leave the room, grab the **Note on the Ritual** near the door.



Room 502

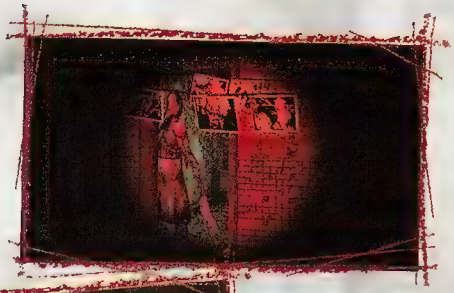


If this is your second time through the game, you can access Room 502. Of course, this assumes you got the key from the second floor using the metal stairs in the alleyway north of the Hospital.

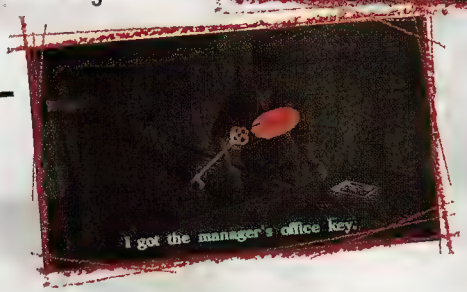
Go toward the Maintenance Room, and pick up the Shovel near the door. A lone Straightjacket roams this large area, so take it out before you start exploring. On an L-shaped counter in the back, you can find the **Janitor's Note**, **Health Drink** and **Redeemer Ammo**. You don't actually have a gun that can use that ammo, but you will. Be sure to also pick up the **Crate** lying on the floor near the lockers.

Keep searching the room, and take note of the vice on the other side of the L-shaped counter. As you explore you will find a maintenance tunnel. This long, narrow walkway conveniently has peepholes to look into the adjoining rooms. The first hole on your right is Room 500 where your father once stayed. Check out the room to catch a flashback, and when it is over, you can see the calendar on the wall with an important date.

Right next to this hole is a Broken Pole. The last room on the right, 504, has a real special visitor. Can he tell that you are watching him?

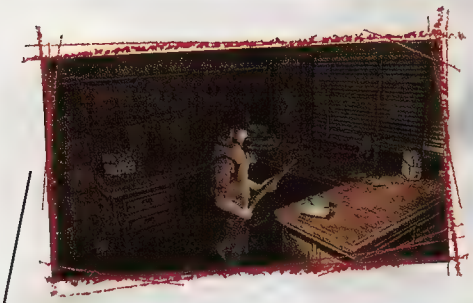


At the end of the line, you can find the Manager's Office Key and a gruesome photo of a Death by Shotgun. What a great shot for your photo album!

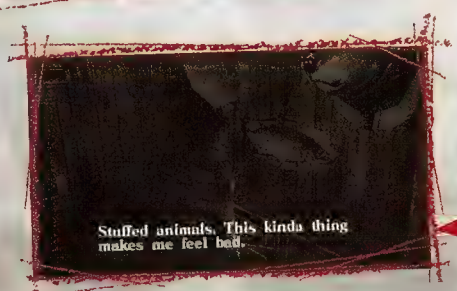


It's time to put that key to use, but you will have to take the long way back to the Manager's Office. The only route you can take is to circle around the Staff Accommodations. However, a lethal pair of Two Backs is stalking this terribly narrow passage. Do yourself a favor and use a powerful firearm to kill these creatures from afar. When you wrap around the building, you can finally unlock the gate and head north to the office.

Reception and Rooms 105-108



Use the key to unlock the Manager's Office and step inside. A Two Back awaits you, so shoot it while it is off screen. Right by the door is a **Filing Cabinet** that can come in handy. Go over to the desk and collect the **Assault Rifle Ammo** and the **Duty Log** for an update on Room 500. The door is located right next to the stuffed and mounted animals that make you sad. See, killing is not a nice thing!



When you step back outside, grab the **Tire Iron** off the blue car. Be sure to unlock the door to the other courtyard that connects to the Reception. Enter Room 108, and let fire with the Shotgun to destroy the charging Two Back. Pick up the **Assault Rifle Ammo** and a **Health Drink** for your troubles. There is a Crate in the bathroom, but the real prize to be had is the **Redeemer** firearm and **Redeemer Ammo**. This is the classic .44 that has enough stopping power to take out a monster in a few shots.

ITEM ACQUIRED!

REDEEMER

DAMAGE: 65

A classic hand cannon, this is the most powerful handgun you can get. In fact, it packs nearly as much punch as the Rifle or Shotgun. While it does do less damage and it might not have the same range, it holds more rounds and fires faster. This is your new best friend when dealing with ambushing monsters or tough bosses!

Room 106 houses another Two Back that can be killed with any powerful firearm. Grab the **Kitchen Knife** on the bed and the two boxes of **Rifle Ammo** on the window sill. At the end of this room is a bunch of trash bags with some **Jagged Wood**.

BOSS

Butcher

HEALTH: 338

You are treated to another spectacle of watching the Butcher slice and dice a screaming Two Back. You almost feel sorry for the monster as that massive Butcher's Sword rips it to shreds.

The goal here is pretty clear: Stay out of range of that huge blade! This can be a tough melee fight to win, and in a war of attrition, you will lose or burn through all your health items fast. The only way to beat this powerful foe up close is to entice it to swing, run out of range and quickly run in for a few hits. If you don't wait for it to attack first, it will counter your hit with a slow attack of its own that will still hit you due to its incredible range.

Battle Plan

The other threat of fighting this brute up close is that it can grab you. This is not a simple grapple like you might have experienced up to now. It is a two-stage grab-and-slash that can be deadly! However, it is possible to break free from this attack. After this hulk raises you off the floor, be sure to press the button that corresponds to the on- screen prompt. Failure to do so will give you a taste of a wicked blade.

The next attack is even worse, and failure to hit the right button will leave you dead and impaled on that massive blade. You don't have a lot of time to hit the button, but just be sure you hit the right one to kick this foe back.

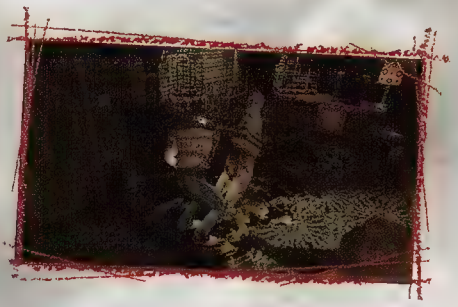
The easiest way to defeat this hulking monster is to run around the center table and fire when you get some distance. Take advantage of your speed and make it chase you. When it is on the opposite side lumbering toward you, pump a few rounds into it and continue to circle the table. This is not the most heroic approach to killing the Butcher, but it is the safest thing to do if you have the ammo.

When you finally defeat the Butcher, in true poetic style, use its own weapon to finish it off!

After a job well done, grab the Meat Cleaver off the table and the Meat Gaff near the door. Go through the door to enter the Dinner. On a table near the Save icon, you can find the note: **To My Absent Wife**. This is a touching note you will not want to miss.

Pool Area + 100-104 + 200-202

When you exit the diner, you will be in the pool area with a lot of new rooms to check, so let's get to it! However, before you search around, check out the heart-shaped pool with the heart-shaped object on the bottom. If only the pool was empty! Room 102 has a Two Back as well a **Light Stand** and two boxes of **Rifle Ammo** on the bed.



Check out Room 201 — it is filled with empty cages. Just be sure to kill that pesky Straightjacket that is hiding in this room.

The rest of the doors in this spot are locked, so take a quick trip to the game room to check out the action. Next to the door you can find four **Pool Cues** and another one on the pool table. Go to the upper area by the pinball machines, and grab the **Token**. Another flashback will ensue. This must be a pretty old town or just really out of date, since there are no videogames.

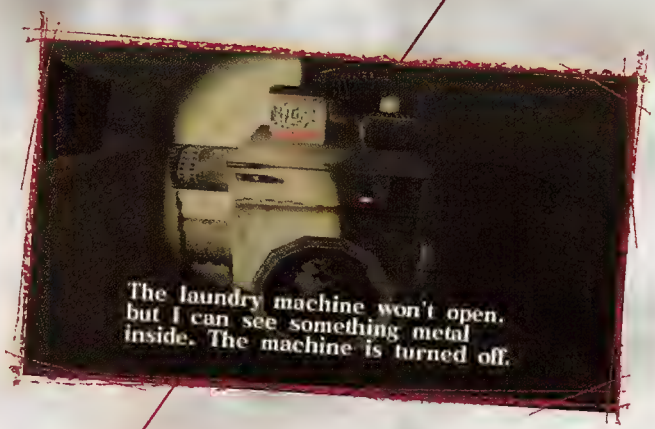
ITEM ACQUIRED!
POOL CUE

DAMAGE: 20

While this recreational weapon does dole out some decent damage, it is not very sturdy. The range it provides can come in handy, but don't expect this to replace some of metal counter parts.

Check out the Laundry by the northern staircase. To your right is a **Health Drink** on one of the last chairs. In the center of the room is an ironing board with a basket of clothes; examine this to get the **Washing Machine Manual**.

There is only one working machine in this room, and it has something metal inside. Go into your inventory, and use the Token to start up the washing machine.



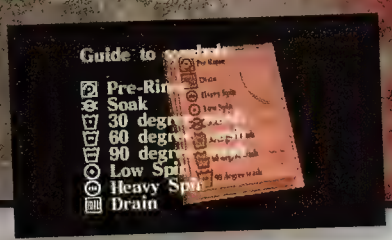
PUZZLE: Washing Machine

HINT: You need to reset the machine to open it.

REWARD: Cleopatra Key

This puzzle involves using the information from the Janitor's Note on how to perform a rinse on the washing machine. According to that note, it says you must set it to low spin, 60 wash, drain and pre-rinse. Of course, the tricky part is figuring out what all the symbols mean. Luckily, you have the guide to symbols in the Washing Machine Manual.

Click the large button in the center of the control panel, turn it to the correct settings and press the button again to activate that feature. The correct order is low spin – circle with single dot, 60 wash – cup with 2 dots, drain – vertical lines, and pre-rinse – partial circle. If you do this correctly, the green light will glow, and you can grab the Cleopatra Key.



Second Floor Rooms and Suites

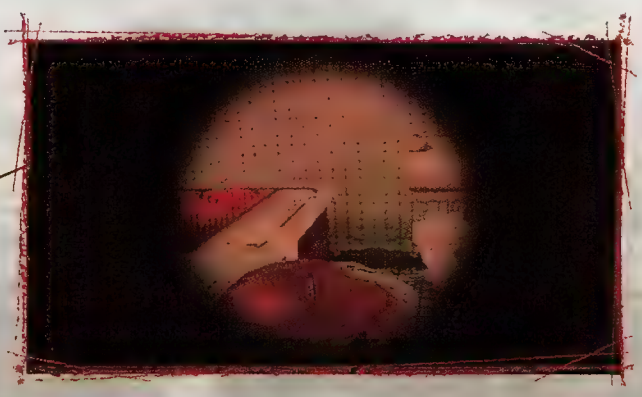
That will do it for this level, so use the staircase just outside the Laundromat to go to the second floor. ... Although Room 111 is open, there appears to be nothing inside. I guess you can't loot every room you randomly walk into. Go around to the Cleopatra Suite, and use the key on the door. Grab the **Portable TV** on the shelf and the **Rifle Ammo** from the desk. In the bedroom you can find another one of those gruesome death photos of **Snakebite**.

When you head into the bathroom, you will notice the tub is missing. Well, more than missing, it is broken and has left a huge hole in the floor. Take advantage of this structural mishap and jump to the floor below.

When you land you will catch Lisa and Dr. Kaufmann having a little chat on the bed. Whatever could they be doing here in the Rose Suite?

As you investigate the room, you will find some white powder on the dresser. Well, I guess we now know Lisa's weakness and her "need" for the good doctor.

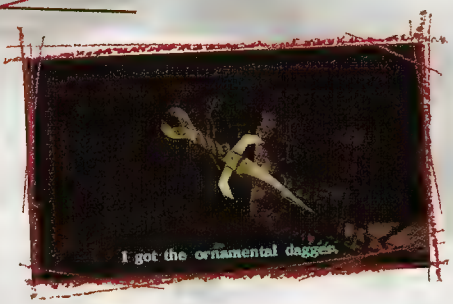
Go out into the living area, and check the desk for some **Shotgun Ammo** and a very revealing Telegram from Dahlia. There is a **Typewriter** on the far corner of this room, but you can't leave through the door. It is still locked, and your only method to proceed is to head into the bathroom and use the mirror.



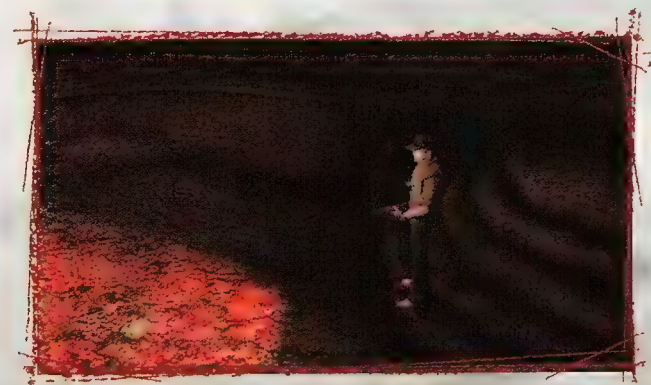
Pool Area + 100-104 + 200-202

When you enter the Other World, it should not be surprising to find a Two Back in the next room. On the wall in the living room is another freaky photo of death by **Overdose** and near the door is a **Meat Hook** to add to your collection.

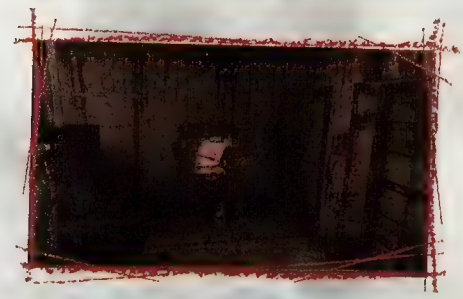
Go out into the pool area and enter the Diner to find an **Ornamental Dagger** sticking out of a side of "meat." The rest of the room is filled with cages and is inaccessible.



Room 102 is open, but it is only filled with more gruesome chunks of flesh. However, in the corner of this area outside Room 104, you can find a pair of **Rifle Ammo** boxes. Now that you have scoured the perimeter, it is time you went to the pointed end of the heated pool and find out what is at the bottom. In the Other World the pool is drained, so walk down the steps to get the **Jeweled Heart**.

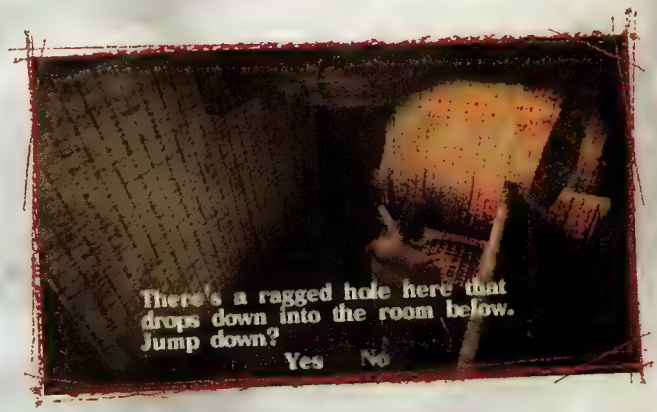


Second Floor Rooms and Suites



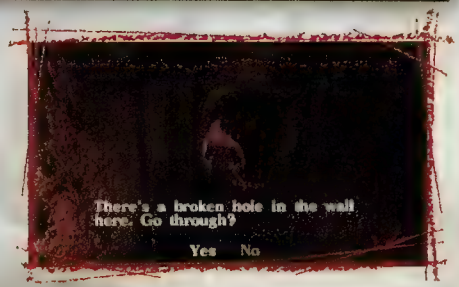
Once again, you have exhausted all options downstairs, so head up to the second floor via the staircase by the Laundry Mat. Rooms 112 and 212 are open, but outside of some bloody graffiti, there is noting to loot in there, so move on to the Nero Suite.

The Nero door has a slit in it that looks just perfect for that dagger you found. Use the dagger from your inventory to unlock the door. In the corner of the room is some **Shotgun Ammo**. The next room has a death by **Stabbing Photo**. You are really starting to gather an impressive collection of photos for you scrap booking project

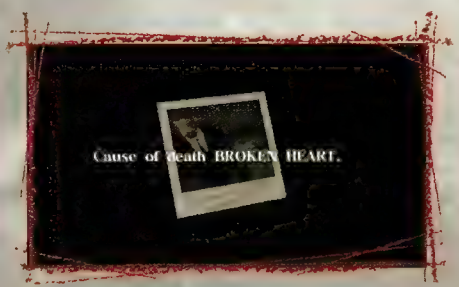


Grab the Meat Cleaver in the bathroom, and you will notice the maintenance issues carried over to the Other World as this bathroom also has a huge hole in it. Once again, jump down to the floor below.

Open the Heart and Use the Calendar



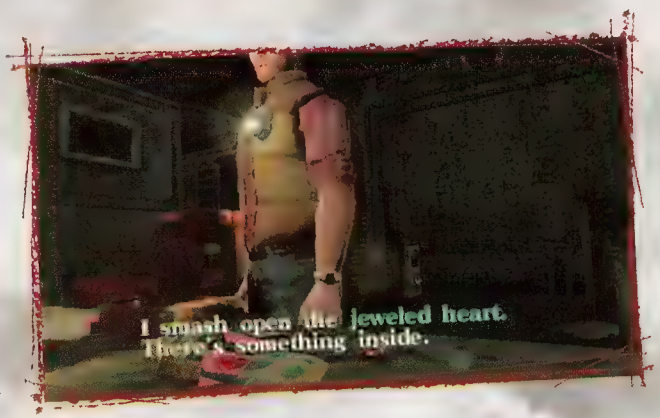
When you land in the King Room, go out on a ledge to grab the First-Aid Kit. After this backtrack into the hole leading to the Maintenance Tunnel.



Go all the way to the end of this tunnel to grab the **Broken Heart Photo**. (Several of the peepholes in this tunnel are still available, but the scene is pretty gruesome!)

Go into the Maintenance Room and snag the **Wrench** by the door. Follow the U-shaped floor and pick up the note: **To a Ghost**. At the end of this path, you will be able to unlock the door. Your mission now is to go into Room 503 and use the mirror to return to the Mist World.

Once you are back in the "saner" world, return to the Maintenance Room and use the Jeweled Heart in the vice. This will split the precious piece and give you a new precious **Wedding Ring**.



You now have all the pieces you need to solve the last puzzle in this area. Go back to the Reception Room via the long-cut around the Staff Accommodations.

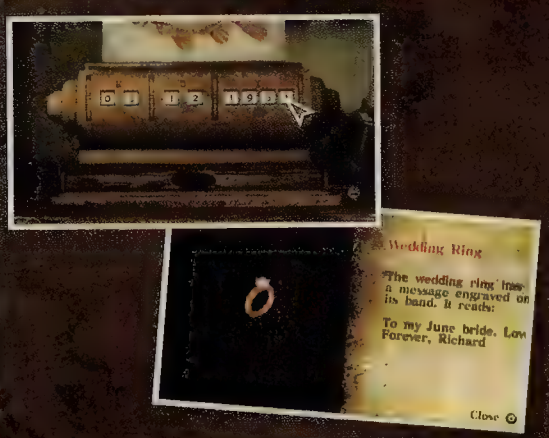
PUZZLE: Rotary Calendar

HINT: Think about all the special dates in your family's life

REWARD: **Room 500 Key**

This a tough puzzle if you have not been paying attention to the story line of the game. You should have seen many things that will point to a special day, month and year. The month comes from the wedding ring you recently found from your father to your mother. It mentions a June bride, so the month is 06. The day can be really tricky if you didn't notice the calendar through the peephole. The date when your father was there was the 12th. Finally, you are left with the year. There are a lot of notes with different years, but you only need to look at the one item you have carried around since the start of the game: your lucky quarter. If you examine this lucky charm, you will notice a 61 scratched on it. So the date you need is 06/12/1961.

Lucky Quarter
I've had this quarter since I was a kid, from when my parents died. It's kind of a lucky charm.
It has something scratched into it... looks like '61.
Close



When the date is set correctly, a secret compartment opens up that has a depression. Place the wedding ring in the depression. A noise will sound, and the **Room 500 Key** will appear on the board in back of you.

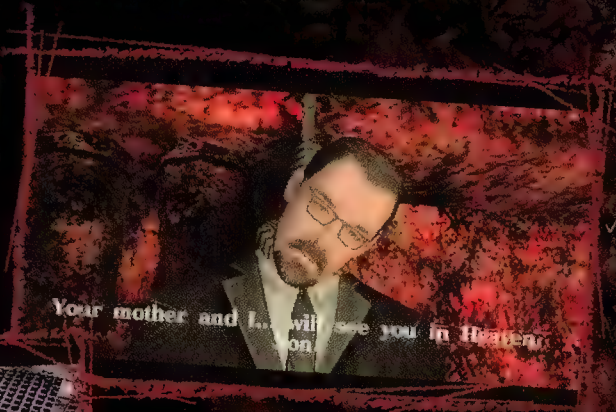
Finally, you can use this key to put an end to the mystery of why you were drawn to this place! Go to Room 503, and use the mirror to enter the Other World. When you are ready, open Room 500, and prepare yourself for what has been waiting for you.

BOSS

Sad Daddy

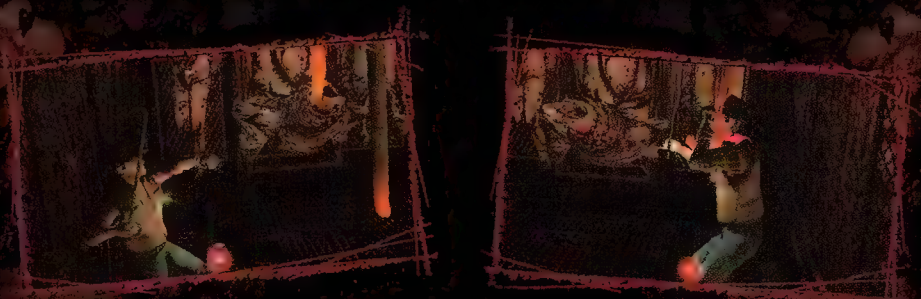
HEALTH: 250

This is indeed a heart-wrenching story, but the creature you see before you is not really your daddy. This monster must be stopped, but it will be no easy task.



This is the toughest battle you have fought so far. What makes this so challenging is that the boss is very close to you, and there is not a lot of room to run. This means you will have to constantly keep moving to avoid its attacks while trying to damage it. There are three main attacks to worry about.

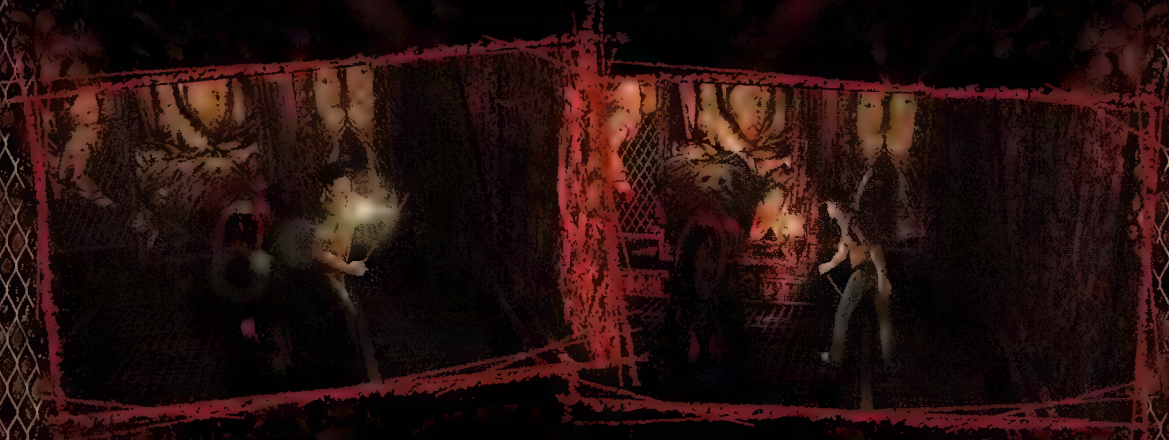
Its first attack is a tentacle grab. While you are running around, it will dangle its tendril after you and try to snare you in its grasp. This move is not a problem, if you can press the X Button fast enough to escape. But if not, you will be choked to death!



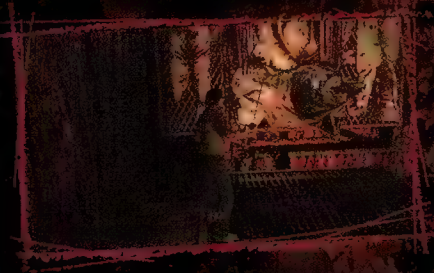
Battle Option 1

The other two attacks are more direct and a lot harder to avoid. This creature has a long neck, and it can snap out toward you any where you can run. This can be somewhat unpredictable, and it is rather damaging.

Finally, the last thing you need to watch out for is its deadly spew or venomous blood. It will shoot out a large stream of deadly red bile for a while that will really do some damage if it touches you. It might even kill you if you are caught full stream.



Trying to tackle this monster with melee weapons is very tough. It has a really quick reaction time, so you can't merely run up to it and swing away.



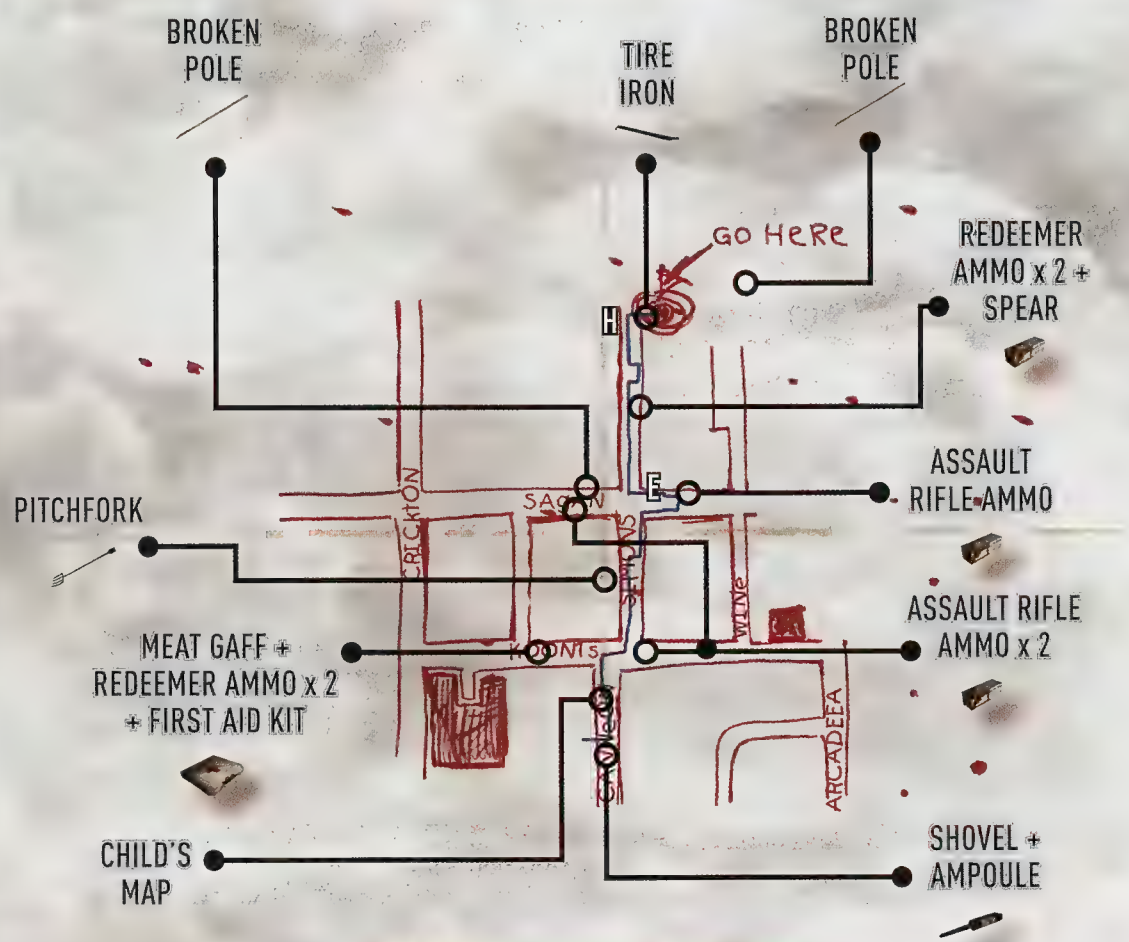
Battle Option 2

Your only safe bet, should you decide to go the melee route, is to keep running around and get it to attack and miss so you can counter for a single hit. If you try any long combos, it will retaliate. Hit and run is your only safe bet, and a good blade like the Katana can help with its range.

Using a firearm is a lot less scary when fighting this boss. However, you will still need to keep sprinting so it doesn't get a bead on you. If you stay in one place too long, you will die. Because of this fact, use the inventory menu to reload your firearms so you don't waste any shots. After it misses with an attack, fire off a few quick rounds and move along.

When the deed is done grab the Truth Piece in the center of the room one last time. As Travis so aptly stated, it's time to see what's inside that sick little mind of this mystery girl.

NIGHTMARE STREETS



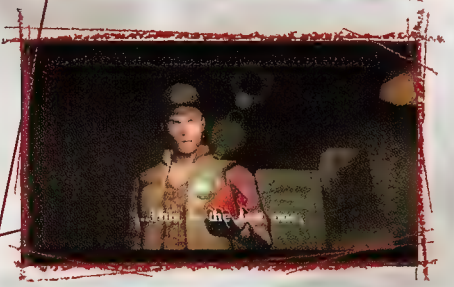
Nightmare Streets

KEY:

ENERGY DRINK = E

HEALTH DRINK = H

Hospital Basement



When you wake up you will be in the basement of the Hospital. Look for the First-Aid Kit and the Redeemer Ammo on one of the crates covered with a tarp.

Go into the next room, and you can find two more items on a naked crate, including an Ampoule and Assault Rifle Ammo. There is also a Wrench on the other side of the room, but the familiar insignia on the floor will probably grab your attention. When you pick up the Present Piece, you will realize you now literally have all the pieces of the puzzle.

PUZZLE: Restore the Flauros

At first this puzzle can seem overwhelming, like trying to solve a Rubik's Cube. However, it is really not that challenging, if you keep your head and use a methodical approach. What you need to do is attach the correct piece to each of the empty corners from the choices on the bottom. Of course, picking the right one for each spot is the tough part.

Before you dive into this puzzle, take a moment to get used to the controls. The Analog Stick will allow you to move the center core around in a limited fashion. It may feel restricted in its movement, but it this actually works to your advantage. You have just enough movement to see any three sides, and that is all you should think about at any given moment.

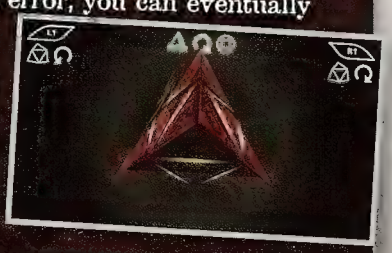
When you are ready to place a piece, press the X Button to choose it. It will automatically snap into place. If you made a mistake, simply use the O Button to remove it.

Once a piece is attached, you can rotate it by pressing the Square Button. This will spin the attached piece from one side to another.

To solve this puzzle you have to figure out which piece goes on which end and rotate it so that all the sides match. Then you will need to spin the entire tetrahedron with L1 or R1 to choose another empty node. There are four patterns on this tetrahedron that look like the pictures below.

Each of the moveable pieces is spinning below, so you can see all the patterns it has. To find out which one goes on which end, use the Analog Stick to peek at the core piece to see which three (of the four) patterns are showing. Then, you just have to pick the corresponding piece on the bottom and rotate it into the correct facing.

If you are having a lot of trouble picking the correct piece, don't worry. Just attach one of them and rotate it to see if two of the sides match. If not, remove it and try another. By pure trial and error, you can eventually place all the pieces. When it is assembled and aligned correctly, it will begin to glow.



After you have finished this puzzle, you learn that the completed object has set the girl free. This was your intention all along, but now you are not sure if this is a good thing or not.

Follow after the little girl through the door she just passed through. After a search you will find only one door that you can access. When you open this door, you will begin to realize that you are in the basement of the Hospital. Climb the steps and leave this place once and for all.

Nightmare Streets

Unfortunately, getting out of Silent Hill is not that easy. Dahlia is there to greet you as you leave the Hospital, and she will confirm that you have in fact freed the little girl. However, this is very special and powerful child with an equally unbalanced mind.

After all your efforts you will finally witness what you have wrought as Alessa unleashes her power on the town of Silent Hill.

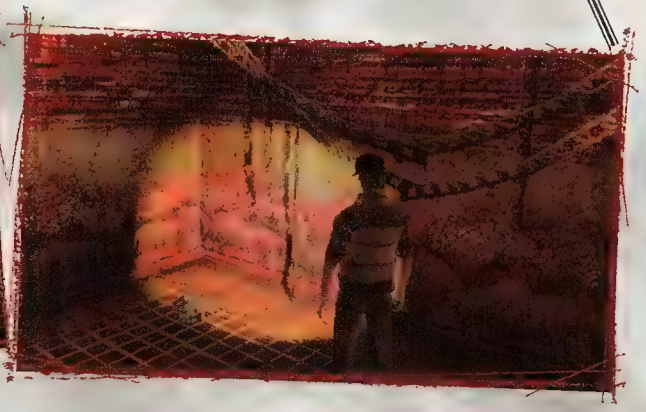
Canneon

These nightmare streets of Silent Hill are filled with tons of monsters and a fair amount of items as well. Unless you are looking for a high kill-count, stick to the blue path on the map. From your starting point, head all the way south to find a **Shovel** and an **Ampoule** near a barrel.

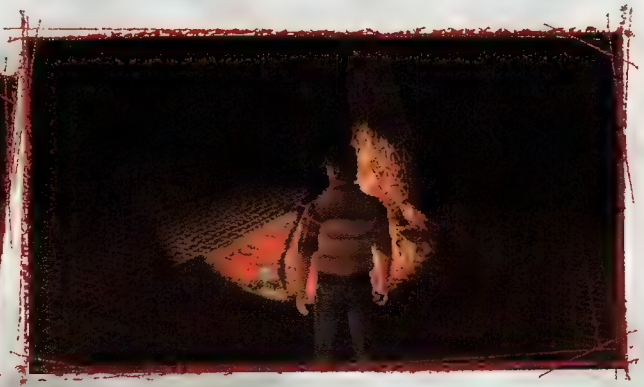
Go back up the road to find the Child's Map hanging on a wall right in front of you. There is not a lot of detail on this map, but you can compare it to the "normal" version to get an idea of how it was created.

Koonts

At the intersection of Koonts turn left. The roadways are completely broken up, so you will have to weave a bit in order to go in what seems like a straight line. This first detour will place you in the path of several Two Backs, but the reward is worth it. At the dead end of this side trip, you can find the Meat Gaff, First-Aid Kit and two boxes of Redeemer Ammo.



On the east end of Koontz, you will encounter the Large Carrions. The darkness can make it tricky to dodge their toppling attack, but you can always see them far enough in the distance to shoot them. This very brief diversion will net you two boxes of Assault Rifle Ammo near a ledge at the end of the path.



Simons

There is no more to explore down here, so make your way up Simons. After a few more Two Back attack, you can find a Pitchfork near a tree stump.

At the slight turn right on Simons, a Caliban will try to halt your progress. There should be enough room to maneuver around it after it performs its slam attack.

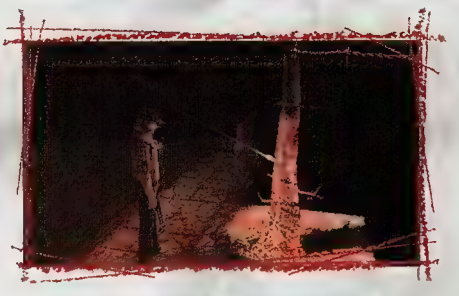
Sagan

If you're up for another quick detour, turn left onto Sagan. At the end of this path, you can find an old-fashioned stroller with a Broken Pole and two boxes of Assault Rifle Ammo near a gnarled tree.

Run back to the east side of Sagan, and you can find a small alcove leading around a fence. This is on the main path, but you will need to go around the fence to grab the Assault Rifle Ammo and the Energy Drink. You will be forced to wind back west on Sagan and battle another Two Back. After going through the S-curve, you should be back on Simons.

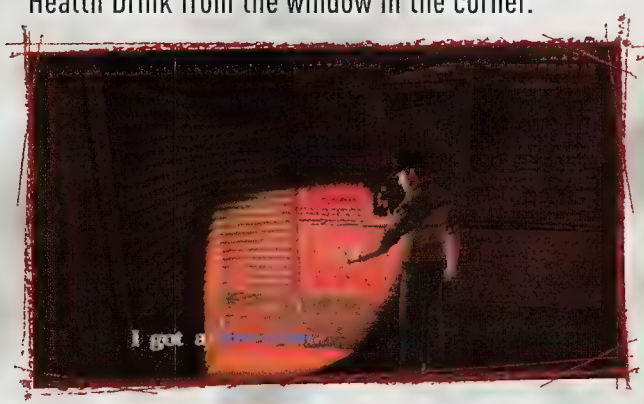
Simons

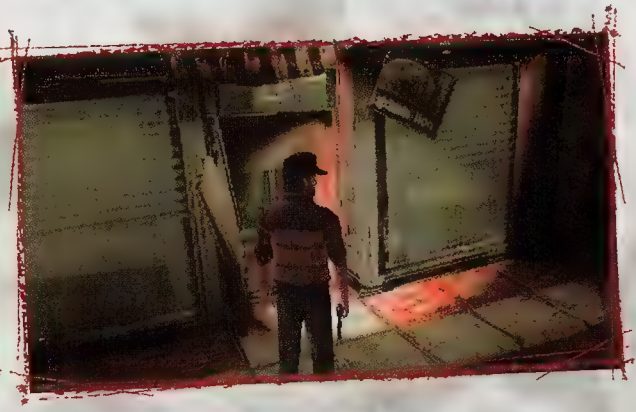
This part of Simons is really wide, but there are many gaps in the road. This will force you to cross the gaps using short narrow "bridges."



It is really easy to miss the next batch of items, since this section is so wide, but there is some precious ammo next to a tree that has a Spear sticking out of it and two boxes of Redeemer Ammo at its base.

The last blue-lined bump on Simons is a break in the road that will force you to cross on either side via a small makeshift bridge. Before you enter the doorway, be sure to grab the Tire Iron and the Health Drink from the window in the corner.





Cult Anteroom

Finally, you are safe from the mean streets of Silent Hill. Go over to the desk to acquire the Yellowed Page to learn all about the mystical item you are carrying. There is not much else of interest in this room, so go over and examine that hole in the wall.

This hole will lead you to a tunnel that will have you crawling on your hands and knees for a good long time. Think of this as the calm before the storm, as you slowly make your way to the Cult Anteroom.

Use the large set of Save icons on the wall, and check out the altar before you follow that red "ribbon" to the culmination of all these horrors.

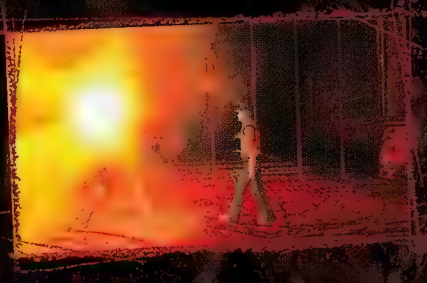
As you bust into the room, you observe the strange cult hovering over the burnt girl you saved at the beginning of the game. This has all come full circle, but before you can intervene, you are gassed and sent into a deadly dream battle for your very life.

BOSS

Alessa's Dream

HEALTH: 500

This is the final battle where you find the demon within. There is no doubt that this boss is one of the toughest things you have come up against. It has several attacks at its disposal, and one is very hard to avoid.



The first attack to look out for is a huge energy beam. It will rear back and place its hands to its chest, opening a cavity that will project a deadly beam straight out. This beam will actually last a fair amount of time, so the good news is that if you don't get hit, you can retaliate with your own attack.

If you happen to be fighting this creature melee style, you may be on the receiving end of its Claw Swipe. This is just a telegraphed swat attack that it performs to keep you from staying at close range. You have a chance to avoid it, if you notice it turn to the side before delivering this haymaker.

Its final and most frustrating attack is the Rain of Fire. When the creature bends down, it is summoning this spell. Once it stands upright, it will spread out its arms and rain fireballs down from above. This can be very tough to avoid and your only real hope it to run.

Battle Options

To fight this creature melee, you should pick your best weapon, like a Katana, and look for your chances to strike. One of best times to attack is right after a Fire Beam. Side step this move as quickly as possible, and hit it a few times from the side before it is finished.

One of your best opportunities is during the Fire Rain attack. While it may seem crazy to stay close to the monster while fire is pouring around, you will actually have a great set-up. Since the creature is immobile while it pours fire from above, you can run around to its back to get several hits in. You may take a bit of fire damage, but it is a decent trade if you have a few health items.

If you plan on fighting this boss with the gun, then you will have a lot easier time with it. The room you battle in is very large, and many of your firearms have excellent range. Dash to the far side of the room and use Hunting Rifle to blast away from a "safe" distance. The downpour of fireballs can still hit you, so try to time your shots around its attacks and keep moving to make it chase you.

FIREARMS

Guns are a great tool but they are not all the same. While many of the handguns fire faster they usually do less damage. Also, guns like the Hunter Rifle have a great effective range. Pick the right gun for the task based on its starts below. Firearms are often your best choice for taking out monsters and avoiding heavy damage.

FIREARM — ASSAULT RIFLE

DAMAGE PER SHOT	12
AMMO HELD	18
RANGE AT 100% ACC	15

DESCRIPTION

This knock-off of an iron curtain rifle has a large magazine that holds 18 bullets.

LOCATION

Andy's Bookstore on the military standee

FIREARM — HUNTING RIFLE

DAMAGE PER SHOT	80
AMMO HELD	4
RANGE AT 100% ACC	100

DESCRIPTION

A sleek hunting rifle. This breech loader is slow to fire but powerful, with a long range.

LOCATION

Theater (OW): Totem between Storage and Orchestra Storage

FIREARM — REDEEMER PISTOL

DAMAGE PER SHOT	65
AMMO HELD	6
RANGE AT 100% ACC	10

DESCRIPTION

A heavy, reliable six shooter. A classic .44 hand cannon. Has "Redeemer" etched on its side.

LOCATION

Motel: Room 108 on the desk next to the gun magazine

FIREARM — SERVICE PISTOL

DAMAGE PER SHOT	25
AMMO HELD	8
RANGE AT 100% ACC	15

DESCRIPTION

This US Army surplus weapon is well used but still as smooth as ever.

LOCATION

Theater: Open drawer in the Director's Office

FIREARM — SHOTGUN

DAMAGE PER SHOT	90
AMMO HELD	2
RANGE AT 100% ACC	100

DESCRIPTION

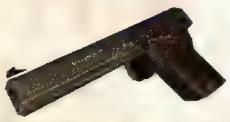
A wide-bore shotgun. It only takes two cartridges at a time, but at close range it's unstoppable.

LOCATION

Sanitarium (OW): Patients Belongings Room

FIREARM

TARGET PISTOL



DAMAGE PER SHOT	20
AMMO HELD	6
RANGE AT 100% ACC	15

DESCRIPTION

A light target pistol. The kind of thing you see on a gun range. It stings more than it bites.

LOCATION

Sanitarium: Chair in West Solarium

MELEE

There are two types of melee weapons the one-hit "bulk" types that will break on impact and the regular ones that will break when their durability is used up. The advantage of the one-hit weapons is that the do a lot of damage and can even be thrown. However the regular versions can deal a lot of damage with quick successive hits and you don't have to rearm yourself immediately after use.

MELEE

ALCOHOL BOTTLE

CLASS	BULK
DAMAGE	75
DURABILITY	1 HIT

DESCRIPTION

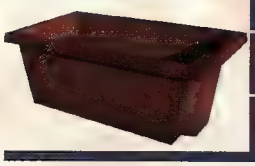
A bottle for medicinal alcohol. Made with thick, heavy glass. It's empty.

LOCATION

various locations

MELEE

CRATE



CLASS	BULK
DAMAGE	40
DURABILITY	1 HIT

DESCRIPTION

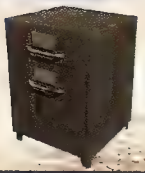
A plastic crate used to carry bottles or something.

LOCATION

various locations

MELEE

FILING CABINET



CLASS	BULK
DAMAGE	100
DURABILITY	1 HIT

DESCRIPTION

A manageable filing cabinet with sharp edges. It's empty.

LOCATION

various locations

IRON WEIGHTS

MELEE

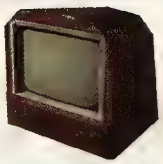
CLASS	BULK
DAMAGE	100
DURABILITY	1 HIT

DESCRIPTION They use these to tie down scenery and other theater stuff. Very heavy.

LOCATION various locations

PORTABLE TV

MELEE



CLASS	BULK
DAMAGE	100
DURABILITY	1 HIT

DESCRIPTION A heavy, portable TV. Not so portable without a socket.

LOCATION various locations

TABLE LAMP

MELEE

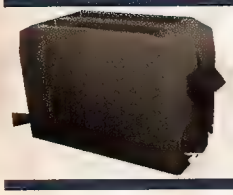
CLASS	BULK
DAMAGE	50
DURABILITY	1 HIT

DESCRIPTION The lamp with a heavy, sturdy base.

LOCATION various locations

TOASTER

MELEE



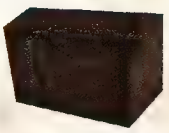
CLASS	BULK
DAMAGE	75
DURABILITY	1 HIT

DESCRIPTION A toaster with two wide slots for bread, muffins, and pancakes. Made of pretty tough metal.

LOCATION various locations

TOOLBOX

MELEE



CLASS	BULK
DAMAGE	100
DURABILITY	1 HIT

DESCRIPTION A heavy, metal toolbox. It's empty and the lock is busted, but it's still a hefty weapon with sharp edges.

LOCATION various locations

TYPEWRITER

MELEE

CLASS	BULK
DAMAGE	100
DURABILITY	1 HIT

DESCRIPTION A Teddington 1500 portable typewriter. In good working order.

LOCATION various locations

FISTS

MELEE

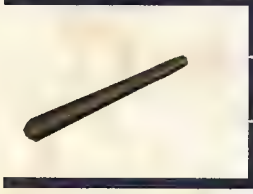
CLASS	FIST
DAMAGE	7.5
DURABILITY	N/A

DESCRIPTION Unarmed.

LOCATION Start of game

BATON

MELEE



CLASS	SWORD
DAMAGE	18
DURABILITY	7

DESCRIPTION Used to subdue violent patients, this variation on the 'billy club' is durable, but won't cause lasting damage.

LOCATION various locations

BROKEN POLE

MELEE

CLASS	SPEAR
DAMAGE	15
DURABILITY	8

DESCRIPTION A fairly long pole, might come in handy for keeping things at a distance.

LOCATION various locations

DRIP STAND

MELEE

CLASS	SPEAR
DAMAGE	15
DURABILITY	7

DESCRIPTION The kind of stand they hang IVs from in hospitals. Has a surprising heft to it.

LOCATION various locations

HAMMER

MELEE

CLASS	HAMMER
DAMAGE	20
DURABILITY	10

DESCRIPTION A long, heavy sledgehammer. This thing could cause some damage.

LOCATION various locations

JAGGED WOOD

MELEE

CLASS	SWORD
DAMAGE	20
DURABILITY	4

DESCRIPTION A length of timber, jagged and broken at one end. Not exactly lethal, but better than nothing.

LOCATION various locations

KATANA

MELEE

CLASS	SWORD
DAMAGE	40
DURABILITY	15

DESCRIPTION A katana with a sharp-edged steel blade.

LOCATION various locations

KITCHEN KNIFE

MELEE

CLASS	KNIFE
DAMAGE	30
DURABILITY	8

DESCRIPTION Nicely sharpened, this steel blade looks like the kind of thing you'd expect to see in a decent chef's set.

LOCATION various locations

LIGHT STAND

MELEE

CLASS	SPEAR
DAMAGE	15
DURABILITY	7

DESCRIPTION This light stand is missing its bulb and shade, but looks fearsome enough.

LOCATION various locations

MEAT CLEAVER

MELEE

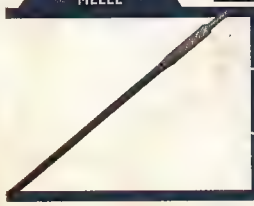
CLASS	SWORD
DAMAGE	40
DURABILITY	10

DESCRIPTION With a sturdy wooden grip, this meat cleaver is a powerful tool for cutting through meat and bone.

LOCATION various locations

MEAT GAFF

MELEE



CLASS	SPEAR
DAMAGE	30
DURABILITY	10

DESCRIPTION A long pole with an evil-looking spike and hook tethered to the end.

LOCATION various locations

MEAT HOOK

MELEE

CLASS	SWORD
DAMAGE	30
DURABILITY	12

DESCRIPTION A cruel-looking curved meat hook, lethally sharp and ideal for piercing flesh.

LOCATION various locations

PITCHFORK

MELEE

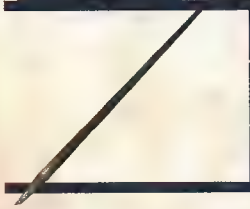
CLASS	SPEAR
DAMAGE	25
DURABILITY	8

DESCRIPTION This pitchfork has four sharp iron prongs and a handy grip.

LOCATION various locations

POKER

MELEE



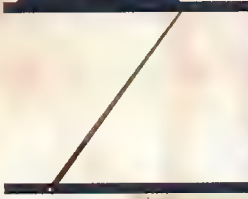
CLASS	SWORD
DAMAGE	25
DURABILITY	12

DESCRIPTION The kind of poker you use to stoke a fire. It's pretty heavy and sports a sharp tip.

LOCATION various locations

POOL CUE

MELEE



CLASS	SPEAR
DAMAGE	20
DURABILITY	4

DESCRIPTION Long, slender pool cue. Looks like it's seen plenty of action.

LOCATION Start of game

RAZOR

MELEE

CLASS	KNIFE
DAMAGE	20
DURABILITY	7

DESCRIPTION An old-fashioned cut throat razor.

LOCATION various locations

SCALPEL

MELEE

CLASS	KNIFE
DAMAGE	17
DURABILITY	8

DESCRIPTION A surgeon's scalpel. Very short but incredibly sharp.

LOCATION various locations

SCREWDRIVER

MELEE

CLASS	KNIFE
DAMAGE	20
DURABILITY	6

DESCRIPTION Standard screwdriver. I got a set of these in the truck.

LOCATION various locations

SHOVEL

MELEE

CLASS	HAMMER
DAMAGE	25
DURABILITY	9

DESCRIPTION Short-handled shovel, good for maiming bodies and then for burying them

LOCATION various locations

SPEAR

MELEE

CLASS	SPEAR
DAMAGE	20
DURABILITY	10

DESCRIPTION This is no prop. It's a genuine, sharp spear made for hurting.

LOCATION various locations

TIRE IRON

MELEE

CLASS	HAMMER
DAMAGE	20
DURABILITY	12

DESCRIPTION A tire iron used for removing car tires. It's heavy with a sharp tip.

LOCATION various locations

WRENCH

MELEE

CLASS	HAMMER
DAMAGE	30
DURABILITY	15

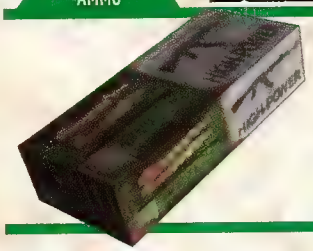
DESCRIPTION Looks like the axel wrenches they use back at the truck depot.

LOCATION various locations

AMMO

AMMO

ASSAULT RIFLE AMMO



DESCRIPTION

A 18-round clip for an Assault Rifle, loaded with 7.62mm bullets.

CLIP SIZE	18

AMMO

HUNTING RIFLE AMMO

DESCRIPTION

.38 caliber bullets, designed for use in a hunting rifle.

CLIP SIZE	4

AMMO

REDEEMER PISTOL AMMO

DESCRIPTION

Bullets for a .44 hand cannon.

CLIP SIZE	6

AMMO

SERVICE PISTOL AMMO

DESCRIPTION

9mm bullets for a medium caliber pistol.

CLIP SIZE	8

AMMO

SHOTGUN AMMO

DESCRIPTION

Shotgun shells loaded with buckshot.

CLIP SIZE	2

AMMO

TARGET PISTOL AMMO

DESCRIPTION

.22 caliber bullets for use in a target pistol.

CLIP SIZE	6

SPECIAL WEAPONS

After you complete the game you will be awarded Accolades. Below are all the special weapons that you can earn by unlocking specific Accolades (see that section for complete details). All of these weapons are VERY powerful or useful and they make replaying a lot easier and a lot more fun!

FIRE AXE

TYPE	HAMMER
DAMAGE	40
DURABILITY	INF.
DESCRIPTION	Long-handled axe, very strong, very powerful and wickedly sharp.
EARNED	Rescued Alessa in less than 80 seconds

GREAT CLEAVER

TYPE	SWORD
DAMAGE	190
DURABILITY	INF.
DESCRIPTION	A giant butcher's cleaver. The favored tool of 'the Butcher.'
EARNED	Kill more than 100 enemies [and have completed the game once before]

LONELY MOON GAUNTLETS

TYPE	FISTS
DAMAGE	50
DURABILITY	INF.
DESCRIPTION	A pair of powerful, mystical gauntlets. Engraved in the metal is the phrase "watched over by the lonely moon."
EARNED	Complete the game once

TESLA RIFLE

TYPE	FIREARM
AMMO	6
DURABILITY	INF.
DESCRIPTION	The Tesla Rifle harnesses the power of moonbeams to dispense unlimited electric death. Rumor has it the gun was developed using alien technology.
EARNED	Get the UFO ending

SUPPLIES

Staying alive is an important part of this game but you need to consider the best health and energy supplement for your situation. For example, if you have only lost a small amount of health but want to be in top shape for a Boss fight it would be a waste to use a Health Kit. Use only what you need to avoid wasting these precious supplies. Also, use Energy Drinks often when exploring outside and anytime you get too tired to run away from monsters. This can save your hide as well as a health item.

SUPPLY — **AMPOULE**

DESCRIPTION	The powerful narcotic in these ampoules can ease the pain of any injury. They pack a kick, too.
LOCATION	many locations
USE	Increase health by 100 and removes fatigue

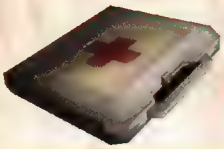
SUPPLY — **ENERGY DRINK**

DESCRIPTION	A caffeinated drink with a kick. I sometimes drink these on long drives; keeps me awake.
LOCATION	many locations
USE	Removes fatigue

SUPPLY — **HEALTH DRINK**

DESCRIPTION	With a mixture of herbs and vitamins, this drink is perfect for combating aches and pains.
LOCATION	many locations
USE	Increase health by 25

SUPPLY — **HEALTH KIT**



DESCRIPTION	Filled with bandages, sutures, and other medical supplies, this can treat serious injuries.
LOCATION	many locations
USE	Increase health by 100

KEY ITEMS

There are lot of key items in the game and except for the Flashlight, Radio and Night Vision Goggles they are all required to complete the game. This easy reference guide will tell you what each item is, where to find it, and how to use it. If you are stuck during your gaming experience chances are it relates to a puzzle (which rely mainly on logic and the Notes found throughout the game) or you need to find an item to progress. Careful searching of every nook of the game will help you discover all of these items as well as life giving supplies and life saving weapons. You will always know when you have picked up a key item because they are original and their shape or description will give you a hint to their use. Happy hunting!

ITEM 125 W BULB

DESCRIPTION	A bulb for a spotlight, rated 125W.	USE
LOCATION	Theater: On a shelf in the Lighting Room	Place is spotlight B to restore the lights

ITEM 250 W BULB

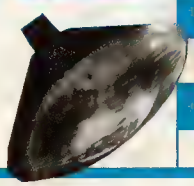
DESCRIPTION	A bulb for a spotlight, rated 250W.	USE
LOCATION	Theater: On a shelf in the Lighting Room	Place is spotlight D to restore the lights

ITEM 500 W BULB

DESCRIPTION	A bulb for a spotlight, rated 500W.	USE
LOCATION	Theater: On a shelf in the Lighting Room	Place is spotlight A to restore the lights

ITEM

750 W BULB



DESCRIPTION	A bulb for a spotlight, rated 750W.
LOCATION	Theater: On a shelf in the Lighting Room

USE

Place is spotlight C to restore the lights

ITEM

BALCONY CORRIDOR KEY

DESCRIPTION	A key marked "Balcony Corridor."
LOCATION	Theater (OW): Director's Office

USE

Unlocks the upstairs Balcony in the Theater

ITEM

BASEMENT KEY

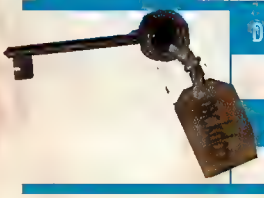
DESCRIPTION	A scuffed iron key. Covered in dirt. Says "Basement Access" on the tag.
LOCATION	Sanitarium: Overload the Iron Lung

USE

A giant butcher's cleaver. The favored tool of 'the Butcher.'

ITEM

BOOKSTORE KEY



DESCRIPTION	A key with "backdoor" written on its tag.
LOCATION	Andy's Bookstore after entering the cash register code

USE

A giant butcher's cleaver. The favored tool of 'the Butcher.'

ITEM

CLEOPATRA KEY

DESCRIPTION	A key with "Cleopatra" written on its snake keychain.
LOCATION	Motel: Found after successfully resetting the washing machine in the Laundromat

USE

Motel: Unlock the second floor Cleopatra suite

ITEM

DR. HARRIS'S KEY

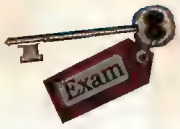
DESCRIPTION	A key with "Dr. Harris" written on its tag.
LOCATION	Sanitarium (OW): Infirmary - after completing doll cabinet puzzle

USE

Unlocks the Dr. Office in the Sanitarium

ITEM

EXAM ROOM KEY



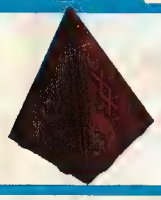
DESCRIPTION	A key marked "Exam Room."
LOCATION	Hospital: Staff Lounge

USE

Hospital: Staff Lounge

ITEM

FALSEHOOD PIECE



DESCRIPTION	A tetrahedron with the word "falsehood" engraved on its side. Feels heavier than it looks.
LOCATION	Defeat the Theater Boss

USE

Complete the Flauros

ITEM

FLASHLIGHT

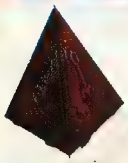
DESCRIPTION	A battered clip-on flashlight.
LOCATION	Start of the game

USE

Turn it on to illuminate a small area in the dark

ITEM

FUTURE PIECE



DESCRIPTION	A tetrahedron with the word "future" engraved on its side. Feels heavier than it looks.
LOCATION	Defeat the Hospital Boss

USE

Complete the Flauros

ITEM

GLASS EYES

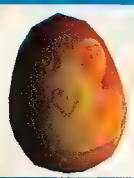
DESCRIPTION	A pair of glass eyes.
LOCATION	Hospital: Exam Room after solving the Doll Puzzle

USE

Place in the death mask to open the door

ITEM

GOLDEN EGG



DESCRIPTION	Warm to the touch, this ornate golden egg is larger than a hen's and has an oily shine to it.
LOCATION	Hospital (OW): Room 202

USE

Place in the yellow door of the Women's Restroom in the Hospital (OW)

ITEM

INTERVIEW ARCHIVES KEY

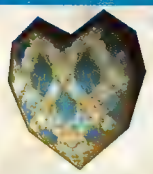
DESCRIPTION	A heavy iron key, with "Interview Archives" written on the tag.
LOCATION	Sanitarium (OW): in the drain in East Pipe Room

USE

Unlocks the Interview Archives in the Sanitarium

ITEM

JEWELED HEART



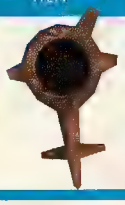
DESCRIPTION	A golden heart inlaid with jewels.
LOCATION	Motel (OW): In the center of the drained pool

USE

A precious item that contains a precious ring when used with the vice

JOCASTA ARTIFACT

ITEM



DESCRIPTION	LOCATION	USE
This symbol is made of metal and has the word "Jocasta" etched into its base.	Sanitarium: Dr. Harris's Office	Unlock the door with the Jocasta symbol

LUCKY QUARTER

ITEM

DESCRIPTION	LOCATION	USE
I've had this quarter since I was a kid, from when my parents died. It's kind of a lucky charm.It has something scratched into it... it looks like "61."	Start of the game	Has a special year scratched on it

LUMBER YARD KEY

ITEM

DESCRIPTION	LOCATION	USE
A heavy iron key. The label reads "Lumber Yard."	Trunk of a car in front of the Sanitarium after its completion.	Unlock Lumber Yard

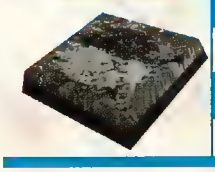
MANAGER'S OFFICE KEY

ITEM

DESCRIPTION	LOCATION	USE
A key with "Manager's Office" written on its tag.	Motel: At tthe end of the maintenance tunnel	Motel: Unlocks the Manager's Office door

MOON TOTEM

ITEM



DESCRIPTION	LOCATION	USE
A square stone totem with a moon symbol painted on it.	Theater: Display case in southeast hallway	Place on left side to open the door upstairs

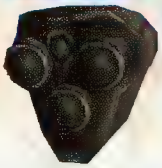
MOTEL KEY

ITEM

DESCRIPTION	LOCATION	USE
A key with a Riverside Motel keychain	Theater: In the lobby on the body after beating the Boss	Unlocks the Reception door to the Motel

NIGHT VISION GOGGLES

ITEM



DESCRIPTION	LOCATION	USE
Hi-tech gear that allows you to see in the dark.	Accolade awarded for having the flashlight on for less than 10800 seconds (3 hours)	Allows you to see in the dark

ITEM

ORNAMENTAL DAGGER

DESCRIPTION	An antique ornamental dagger
LOCATION	Motel (OW): In a slab of meat in the Diner

USE

Motel (OW): Place in the slit in the door on the second floor Nero Suite

ITEM

PAST PIECE

DESCRIPTION	A tetrahedron with the word "past" engraved on its side. Feels heavier than it looks.
LOCATION	Defeat the Sanitarium Boss

USE

Complete the Flauros

ITEM

PATIENT BELONGINGS KEY

DESCRIPTION	A light, rusty key. The tag says "Patient Belongings Room."
LOCATION	Sanitarium: Female Dorm 5

USE

Unlocks the Patient Belongings room in Sanitarium

ITEM

PLASTIC HEART

DESCRIPTION	This plastic organ is a replica of a human heart.
LOCATION	Hospital (OW): Room 204 after opening the Medical Ice Chest

USE

Place in the anatomy doll

ITEM

PLASTIC INTESTINE

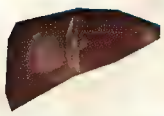
DESCRIPTION	This plastic organ is a replica of a human intestine.
LOCATION	Hospital: Exam Room

USE

Place in the anatomy doll

ITEM

PLASTIC LIVER



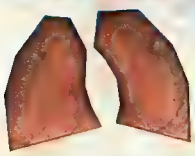
DESCRIPTION	This plastic organ is a replica of a human liver.
LOCATION	Hospital (OW): Ladies' Room

USE

Place in the anatomy doll

ITEM

PLASTIC LUNGS



DESCRIPTION	This plastic organ is a replica of a set of human lungs.
LOCATION	Hospital (OW): Room 205

USE

Place in the anatomy doll

ITEM

PLASTIC STOMACH

DESCRIPTION	LOCATION	USE
This plastic organ is a replica of a human stomach.	Hospital: Exam Room	Place in the anatomy doll

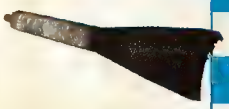
ITEM

PRESENT PIECE

DESCRIPTION	LOCATION	USE
An octahedron with the word "present" engraved on its side. Feels heavier than it looks.	Hospital basement	Complete the Flauros

ITEM

PROP CONTROL LEVER



DESCRIPTION	LOCATION	USE
A thin, metal lever. One end is threaded to be screwed into a socket.	Theater: Stage Office	Placed into the production control panel to access the third set

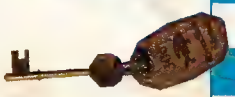
ITEM

RADIO

DESCRIPTION	LOCATION	USE
A cheap pocket radio.	Motel: Key rack in Reception after solving the Rotary Calendar puzzle	A trusty companion that indicates when monsters are near

ITEM

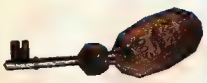
ROOM 306 KEY



DESCRIPTION	LOCATION	USE
A key wtih teh label, "306."	Motel: Key rack in Reception	Unlock Room 306

ITEM

ROOM 500 KEY



DESCRIPTION	LOCATION	USE
A motel key with the label, "500."	Motel: Key rack in Reception after solving the Rotary Calendar puzzle	Unlock Room 500

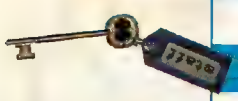
ITEM

ROOM 502 KEY

DESCRIPTION	LOCATION	USE
It looks like an ordinary motel key but there's something... otherworldly about this thing. It smells of ozone.	Second floor staircase in an alley north of the Hospital. Must have beaten the game	Unlock Room 502 and trigger secret ending

ITEM

STAFF LOUNGE KEY



DESCRIPTION	A key marked "Staff Lounge."
LOCATION	Hospital: Ladies' Room

USE

Unlock the Staff Lounge in the Hospital

ITEM

STAGE OFFICE KEY

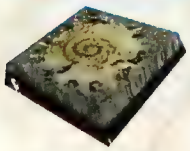
DESCRIPTION	A key marked "Stage Office."
LOCATION	Theater (OW): In a knothole of a tree in the mirror realm forest set

USE

Unlock the Stage Office in the theater

ITEM

SUN TOTEM



DESCRIPTION	A square stone totem with a sun symbol painted on it.
LOCATION	Theater: Director's Office

USE

Place on right side to open the door upstairs.

ITEM

THEATER TICKET

DESCRIPTION	A faded yellow theater ticket. Admits one to "The Tempest."
LOCATION	Sanitarium: In the Lobby after deefeating the boss

USE

Unlock the doors to the Theater

ITEM

TOKEN

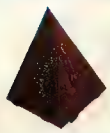
DESCRIPTION	A small metal token for use in a laundromat.
LOCATION	Motel: On top of a pinball machine in the Game Room

USE

Place the Token in the washing machine in the Laundromat

ITEM

TRUTH PIECE



DESCRIPTION	A tetrahedron with the word "truth" engraved on its side. Feels heavier than it looks.
LOCATION	Defeat the Motel Boss

USE

Complete the Flauros

ITEM

WEDDING RING

DESCRIPTION	A wedding ring with a message engraved on its band.
LOCATION	Inside the Jeweled Heart when opened with the vice

USE

Provides a hint of a special month and unlocks the Room 500 key in the the Rotary Calendar

Friends...

Travis Grady

Travis Grady is an ordinary trucker with a troubled past. His sleep is frequently interrupted by nightmares, though he can never remember exactly what they're about -- he only knows that they're terrifying and eerily familiar.

Alessa

A mysterious girl who Travis saves from a fire. He's later told that she died, but... why does she keep appearing?

Dr. Kaufmann

Dr. Kaufmann is a cold and scientific man who works at Alchemilla Hospital. He's been seen around the local religious group, though it's not known if he's actually a member, or if he's merely observing the cult's behavior.

Dahlia Gillespie

Dahlia is a devout, almost fanatical follower of the local religion. She has raised her daughter Alessa to do whatever is necessary for the good of the cult -- even if it means the ultimate sacrifice.

Nurse Lisa Garland

Travis meets Lisa at Alchemilla Hospital, where she seems kind-hearted, flirtatious, and innocent. How long she can stay this way in the darkness of Silent Hill remains to be seen...

Foes

NURSE

HEALTH	MONSTER
100	

KNOCKDOWNS TO KILL	KNOCKDOWN DUR. (seconds)
3	8

ATTACK 1	DAMAGE
Syringe Swipe	15

ATTACK 2	DAMAGE
Injection Grapple	20

ATTACK 3	DAMAGE
—	—

DAMAGE TO KNOCKDOWN
50

GUN DAMAGE MULTIPLIER
—

The Nurses are the base level monsters in the game. They are not very dangerous unless they are in groups, but they are still nothing to take for granted. If you are low on precious weapons, you can even fight them hand-to-hand. However, look out for their Grapple Attack. If they get in close, they can grab you! You must then rapidly press the X Button, that appears on screen, to escape.

STRAIGHTJACKET

HEALTH	BOSS
175	

KNOCKDOWNS TO KILL	KNOCKDOWN DUR. (seconds)
3	5

ATTACK 1	DAMAGE
Spit	20

ATTACK 2	DAMAGE
Headbutt Grapple	5, 20

ATTACK 3	DAMAGE
—	—

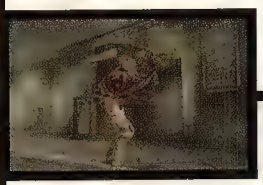
DAMAGE TO KNOCKDOWN
88

GUN DAMAGE MULTIPLIER
—

This warped-looking enemy is not something you should take too lightly. Although its arms appear to be bound to its body in a twisted and mutilated straitjacket, it's still very deadly. It's a pretty versatile creature with an up-close grapple attack and a long-range projectile. From afar it spits a corrosive acid that can take you out in a few hits. Stay out of its grapple range and entice it to spit at you. Dodge this corrosive attack and hit it from the side or back!

Foes

STRAIGHTJACKET



HEALTH
125

DAMAGE TO KNOCKDOWN
64

GUN DAMAGE MULTIPLIER
—

MONSTER

KNOCKDOWNS TO KILL	KNOCKDOWN DUR. (seconds)
3	5

ATTACK 1	DAMAGE
Spit	20

ATTACK 2	DAMAGE
Headbutt Grapple	5, 20

ATTACK 3	DAMAGE
—	—

This monster may have its arms bound, but that does not mean it can't physically attack you. If you get too close, this creature will jump on you, wrap its legs around your waist, and spit acid in your face. Also, this thing is a menace from afar, since it can vomit its deadly toxin at great distance. The best way to tackle this foe is to circle around to its back and strike it from behind. Be sure to hit it fast and furious so it doesn't get a chance to retaliate.

CARRION

HEALTH
125

DAMAGE TO KNOCKDOWN
81

GUN DAMAGE MULTIPLIER
—

MONSTER

KNOCKDOWNS TO KILL	KNOCKDOWN DUR. (seconds)
2	5

ATTACK 1	DAMAGE
Rabid Bite	15

ATTACK 2	DAMAGE
—	—

ATTACK 3	DAMAGE
—	—

The hideous beast acts like a mutated dog and will lunge at you without hesitation. It has a small head and a large body and hindquarter, but do not attempt to fight it head on. Try to make it leap at you so you can run around it to attack from the side or rear. However, this is a pretty tough monster to deal with and avoiding its leap can be very tricky. The easiest and most logical choice is to use your firearms from a safe distance.

REMNANT

HEALTH	DAMAGE TO KNOCKDOWN	GUN DAMAGE MULTIPLIER
113	—	—

MONSTER

KNOCKDOWNS TO KILL	KNOCKDOWN DUR. (seconds)
—	—

ATTACK 1	DAMAGE
Embrace	15

ATTACK 2	DAMAGE
—	—

ATTACK 3	DAMAGE
—	—

This is a shadow-type enemy who is invisible except for a "wire cage" that appears to be hovering. This creature is fast, and it is fond of darting toward you with a dangerous lunging attack. Like the Carrion this quick darting attack makes it one of the more difficult monster to deal with so don't hesitate to use your bullets on it. You can avoid this lunge if you streak past it but it may be tough to learn the timing and even harder to manage in groups.

MOMMA

HEALTH	DAMAGE TO KNOCKDOWN	GUN DAMAGE MULTIPLIER
225	—	0.5

BOSS

KNOCKDOWNS TO KILL	KNOCKDOWN DUR. (seconds)
—	—

ATTACK 1	DAMAGE
Gas	20

ATTACK 2	DAMAGE
Spike Wheel	5 per spike

ATTACK 3	DAMAGE
Spike Drop	25

The area that you fight this Boss in is rather large, so if you are having any trouble with it, just run to the far end of the room and use your firearms as it chases after you. If you want to tackle it with melee weapons you will need to wait for an attack and counter with a few quick hits. After it does the Gas or Spike Drop you can run in and hit it quickly before it launches another attack.

Foes...

ARIEL

HEALTH	MONSTER
150	
DAMAGE TO KNOCKDOWN	
75	
GUN DAMAGE MULTIPLIER	
—	

KNOCKDOWNS TO KILL	KNOCKDOWN DUR. (seconds)
5	3.5

ATTACK 1	DAMAGE
Scissor Kick	15
ATTACK 2	DAMAGE
Strange Grapple	FATAL
ATTACK 3	DAMAGE
—	—

This seemingly inanimate object has come to life and will crawl across the ceiling to attack you from above. If it gets close enough, it will perform a grapple, and you must rapidly press the X Button to break free. It will take several hits to drop it down from the ceiling. When it falls on the ground it will assume in its second form that you also may encounter. This form consists of the terrible Puppet begin upside down and attacking with it's legs.

CALIBAN: BOSS

HEALTH	BOSS
300	
DAMAGE TO KNOCKDOWN	
270	
GUN DAMAGE MULTIPLIER	
0.5	

KNOCKDOWNS TO KILL	KNOCKDOWN DUR. (seconds)
—	—

ATTACK 1	DAMAGE
Foreleg Stamp	30
ATTACK 2	DAMAGE
Lunge	20
ATTACK 3	DAMAGE
—	—

This is the largest enemy you have encountered up to this point, and it can be very intimidating at first. This behemoth does move rather slowly, but it also has really strong attacks. Make use of the very large area you are in to run until you have enough distance and open fire. If you are attempting melee attack circle around to its back, especially after it stomping attack.

CARRION MOTHER

HEALTH	DAMAGE TO KNOCKDOWN	GUN DAMAGE MULTIPLIER
225	145	0.5

MONSTER

KNOCKDOWNS TO KILL	KNOCKDOWN DUR. (seconds)
3	5

ATTACK 1	DAMAGE
Crush	15

ATTACK 2	DAMAGE
—	—

ATTACK 3	DAMAGE
—	—

This is a super-size version of the Carrion that is both stronger and slower than its little namesake. This should give you a bit more time to circle it and attack from the rear, or run and get some distance to shoot it down. While its size is intimating, in many ways, it's slower speed makes it not as lethal. It has one main attack where it stands up on its haunches and come crashing down. If you stand in front of it, you can entice this attack and quickly run around to its backside to hit it.

CALIBAN

HEALTH	DAMAGE TO KNOCKDOWN	GUN DAMAGE MULTIPLIER
270	—	—

MONSTER

KNOCKDOWNS TO KILL	KNOCKDOWN DUR. (seconds)
—	—

ATTACK 1	DAMAGE
Foreleg Stamp	30

ATTACK 2	DAMAGE
Lunge	20

ATTACK 3	DAMAGE
—	—

This is a very large enemy that is extremely powerful, and a single hit can end your life. This behemoth does move rather slowly, but don't get over confident, as it has a charging-type move that can cover ground really quickly. Entice it to perform its Foreleg Stamp attack and run to its side or back to get in several hits before it can turn to face you.

Foes...

TWO BACK

HEALTH	DAMAGE TO KNOCKDOWN	GUN DAMAGE MULTIPLIER
200	100	—

MONSTER

KNOCKDOWNS TO KILL	KNOCKDOWN DUR. (seconds)
3	8

ATTACK 1	DAMAGE
Spit	20
ATTACK 2	**DAMAGE**
Jump Attack	20
ATTACK 3	**DAMAGE**
Stab Grapple	40

The double-decker monster is very deadly! Not only can it spit acid from across the room, but it can also pounce on you with a devastating lunge attack. If it lands on you, press the right button that appears on the screen quickly or suffer its attack. When you have the space, use one of your firearms to drop it from a safe distance. If you are up for the challenge try to get it to spit at you, like the Straightjackets, and circle around it for some melee action.

BUTCHER

HEALTH	DAMAGE TO KNOCKDOWN	GUN DAMAGE MULTIPLIER
338	—	0.5

BOSS

KNOCKDOWNS TO KILL	KNOCKDOWN DUR. (seconds)
—	—

ATTACK 1	DAMAGE
Heavy Swipe	30
ATTACK 2	**DAMAGE**
Light Swipe	20
ATTACK 3	**DAMAGE**
Skewer Grapple	20, FATAL

This is can be a tough melee fight to win. The only way to beat this powerful foe up close is to entice it to swing, run out of range and quickly run in for a few hits. If you don't wait for it to attack first, it will counter your attack. The safest way to take down this hulking foe if to run around the table and fire away with your guns. It has a slow lumbering pace that will allow you to shoot and run.

SAD DADDY

HEALTH	DAMAGE TO KNOCKDOWN	GUN DAMAGE MULTIPLIER
250	—	—

BOSS

KNOCKDOWNS TO KILL	KNOCKDOWN DUR. (seconds)
—	—

ATTACK 1	DAMAGE
Bite	20
ATTACK 2	**DAMAGE**
Vomit	25
ATTACK 3	**DAMAGE**
Tentacle Grapple	FATAL

What makes this so challenging is that the Boss is very close to you, and there is not a lot of room to run. This means you will have to constantly keep moving to avoid its attacks while trying to damage it. Fighting it up close can be very tough due to its numerous types of attacks and its quick reaction time. Your best bet is to shoot and move, using your most damaging firearm in your disposal.

ALESSA'S DREAM

HEALTH	DAMAGE TO KNOCKDOWN	GUN DAMAGE MULTIPLIER
500	—	0.5

BOSS

KNOCKDOWNS TO KILL	KNOCKDOWN DUR. (seconds)
—	—

ATTACK 1	DAMAGE
Fire Beam	20
ATTACK 2	**DAMAGE**
Claw Swipe	30
ATTACK 3	**DAMAGE**
Fire Rain	20

This boss is one of the toughest things you have come up against. It has several attacks at its disposal but the most challenging to deal with it when causes a downpour of fireballs. Take advantage of this attack by running to avoid the fiery rain and using the fact that it is immobile during this onslaught. If you are taking too much damage get as far away as possible and open fire!

Secrets

Notes

Throughout your adventures you will come across many pieces of information in numerous forms ranging from a clipboard to a bottle cap. All of these collectibles will are consider "notes" and will be stored in the inventory screen under the Notes tab. These notes are not only crucial to solving many of the game's puzzles; they also help to fully disclose the story line. Because these snippets of information are so important to game play and the enjoyment of the game, we have listed them all for your convenience.

NOTE PUBLIC NOTICE **LOCATION** Lobby

UNDER CONSTRUCTION

Currently the second and third floors of the hospital are undergoing renovations. At this time they are closed to patients and visitors. Work continues in earnest and the hospital management thanks you for your continued cooperation as we try to minimize the disruption.

NOTE DOCTOR'S DIAGNOSIS **LOCATION** Hospital — Room 205

Preliminary Diagnosis:

Third degree burns, patient is unconscious... Something has prevented damage spreading to the internal organs... Tissue damage is limited to the epidermis and extremities of the limbs...

How is this possible?

NOTE BLOODY NOTE **LOCATION** Hospital — Room 204

This heart of mine troubles me with its trembling! To still it I have put it on ice and locked it away.

(Remember, the three beauties who cause it to pump so are the key, 'age before beauty').

NOTE HURRIED NOTE **LOCATION** Hospital — Room 202

(Parts of this note are obscured)

worry not blank blank blank blank x4. I have used the blank to contain her power. No one will come to her aid. Blank blank x 3 one of the five blank, hide them. Protect them.

Blank

NOTE STUDENT MNEMONIC **LOCATION** Hospital — Ladies' Room

Having trouble with your anatomy class? Find that getting them out is much easier then putting them back in? just remember this easy mnemonic:

Inside Stevie, little Henry lurks.

NOTE STAFF NOTICE **LOCATION** Hospital — Staff Lounge

CONSTRUCTION!

As you know, the renovations to the upper floors have run into problems! The plumbing leak and substandard materials used have forced us to close off the third floor until further notice. We are reminded of the familiar adage: 'you get what you pay for!' we now face six more months of work, reducing our capacity for the coming year. We will have to cut spending on impatient care and consultancy fees by 50%.

Therefore we ask doctors to refrain from committing patients and encourage home stays instead. unless they're dying in your arms, don't book 'em in! STAFF PARTY! Worry not! The staff party is still on tour (our recreation budget is locked away where no one can tamper!) Everyone meet at Annie's Bar at 8pm on Friday. Alcohol (medicinal of course!) and food will be free. Arrive early to grab a trainee nurse: they go quick!

NOTE **STAFF MEMO** LOCATION Hospital — Exam Room

To all staff,

It is forbidden to enter my office unaccompanied until further notice.

Dr. Kaufmann.

NOTE **PARKING TICKET** LOCATION Car window on Toluca Ave.

(Someone has written on the Ticket.)

SHE'S ASLEEP NOW.

NOTE **MAGPIE NOTE** LOCATION Sanitarium —Doctor's Office

Dr. Harris,

Our 'magpies' have been at it again. This time they SWALLOWED the damn keys for Archives and the basement.

Don't worry... Gary has taken Mr. Magpie to the TB Ward and I'm taking Mrs. Magpie to hydrotherapy.

We'll make them spit the keys out!

This job would be great if it weren't for the patients!

Clem

NOTE **STATUS REPORT, 3/12/1960** LOCATION Sanitarium —East Solarium

Status Report 3/12/1960 Patient Mrs. Blank blank Age:34 Examining Doctor: Dr. Harris

Notes: Patient continues to harbor strong fantasies and a violent persecution complex. Her moods can swing from cal to violent aggression in a short time, which has led to her being moved to the seclusion wing. She becomes particularly violent during the occasional visits from her husband, demanding that she be allowed to see their child.

We have taken the precautionary step of adding Epolineum to Mrs. blank x 2 medication to prevent her violent outbursts. I don't like having to sedate patients, but when she is aggressive, blank is as much of a danger to herself as to her visiting husband and the staff.

NOTE **IRON LUNG WARNING** LOCATION Sanitarium —TB Ward

OUT OF USE

In light of the recent accident I am barring the use of the iron lung equipment. This applies to all staff. Including senior nurses. Patient deaths during therapy are not to be treated lightly, I find it hard to believe that someone could 'accidentally' overload every valve on the equipment and so, until the inquiry has concluded. I must assume the equipment itself is at fault. These precautions are essential - - we owe a duty of care to all our patients, even the difficult ones.

Dr. Harris

NOTE **DUTY LOG FEMALE SECLUSION** LOCATION Sanitarium — Female Dorm

9:30am: Administered medication to The seclusion patients. There were no incidents.

11:46am: Accompanied Dr. Harris on his morning rounds. No incidents of note.

3pm: Visit for Mrs. Blank from her Husband. Took her into the empty dorm room so she could feel more comfortable.

3:46pm: Mrs. Blank has attacked her husband. During the visit she had a violent episode and attempted to throttle Mr. blank. She was heard screaming by myself and the attending orderly and we managed to restrain her though it took three of us, despite her being a female of slight build.

After we sedated her and took her back to her room. Dr. Harris examined her and decided to reinstate her dose of Epolineum.

5:12pm: After the incident with

Mrs. Blank the other patients have become agitated and restless. Harris has ordered a lock-down.

NOTE **STATUS REPORT, 2/7/1961** LOCATION Sanitarium — Patient Belongings Room

Status Report, 2/7/1961 Patient Mrs. Blank blank Age:34 Examining Doctor: Dr. Harris

Notes: Mrs. Blank x2 condition has degraded dramatically in the last few months. Her fantasies of a "mirror world" have become more acute, and she spends more and more time in an appear ant catatonic state. She claims that during this time she is in the "other world."

She now has full recollection of her attack on her son, but shows no remorse for the incident. indeed she seems proud, almost smug of her attempted filicide! I am worried that this behavior could be a side effect of the increased doses of epolineum that the patient has been prescribed. I have asked for her dose to be halved and hope to see positive results shortly.

NOTE **POLICE REPORT** LOCATION Sanitarium — Laundry

Attending Officer's Report. 11/4/1959 Ino: VA4545-10.

When I arrived at the blank house. The ambulance was already at the scene. The neighbor Mr. Bryant (who first called in the Incident) had restrained Mrs. Blank and the paramedics were tending to the child. The husband, Mr. Blank had not yet arrived back from his place of work.

Thanks to Bryant's intervention, the gas had been turned off and the house ventilated — there was still a strong smell and I however, deemed it necessary to call the fire department as a precaution. It appeared that Mrs. Blank had attempted to gas herself and her child when I spoke to the suspect. Mrs. Blank she was uncooperative and seemed enraged. She demanded I release her so she could "kill the devil child." She was clearly not in control of her mind.

Mr. Bryant commented that several times in the previous weeks, he had heard loud arguments and screams from the house. He said "Helen has not been well for a while"

NOTE **CLIPBOARD** LOCATION Sanitarium — Male Seclusion

Medications (do not mess up!)

Room1: trizanthium (in red) Room2: natium (in blue) Room3:oporium (yellow) Room4: natium (blue again)

(remember, pills only for patients!)

NOTE **INCIDENT REPORT** LOCATION Sanitarium —Storage Room

AMBER INCIDENT REPORT Reporting Staff Member: Simons

Incident Description: A male child entered the sanitarium unchallenged and got through into female seclusion (doors were left unlocked). He entered Female Seclusion Room 5, at which point orderly Michaels observed him and alerted me. The boy was the child of a visitor and was taken away by his father.

Failures: The doors to Female seclusion were left unlocked by the orderly, and the staff in the lobby failed to notice the boy when he arrived in the mezzanine area. Recommendation: All staff to be reminded of the importance of locking ward doors. Review of staff to be conducted by duty managers.

NOTE **PATIENT NOTES** LOCATION Sanitarium —Storage Room

The new patient, Helen Grady arrived today. I was surprised to see how calm and well behaved she was.

After reading her notes, I was worried that she might be something of a handful.

The woman is in complete denial and claims no recollection of the incident which saw her committed. indeed, she has asked repeatedly to be allowed to see her son! I have agreed with her husband that it is best that the boy be kept away from his mother. While there seems little hope for any long term recovery, I look forward to spending some time with Mrs. Grady – her condition is most fascinating.

NOTE **CHILD'S DRAWING** LOCATION Sanitarium —Lobby after getting artifact

Daddy, Momma & Travis

NOTE **BLOODY CAMP** LOCATION Butchers — 2nd time through

(Someone has written on the cap).

HELP ME

NOTE **NEWSPAPER** LOCATION Lumber Yard

(Someone has written on the newspaper.)

WHY ARE YOU HELPING HER, TRAVIS? DID YOU SEE THAT NURSE?

NOTE **NAPKIN** LOCATION Greenfield Apartments

(Someone has written on the napkin.)

SOMEONE MADE A HOLE.

GO HOME TRAVIS.

NOTE **THEATER PROGRAM PAGE** LOCATION Theater — Lobby

...folk legends. Take the costume For Caliban. The designer Bill Ortega has taken a native buffalo spirit, fusing it with the stark, iconic images seen in the ancient local cult of Valtiel. His set design for its dark, cavernous cave was inspired by 'Owl Cave', a local historical-—

NOTE **TECHNICIAN'S WARNING** LOCATION Theater — Curtain Control Room

Peter, Good luck finding ANYTHING to work. This place was wired by IDIOTS! The safety curtain is on the same circuit as the spotlights. If a light blows, the whole thing fuses and you can't move the safety curtain. IDIOTS. Safety inspectors would blow a fuse (literally!) if they saw this stuff. Wouldn't happen in the city! See you when I get back.

Eric

NOTE **PRODUCTION NOTES** LOCATION Theater — Men's Dressing Room

Jack says the town is located on Old "spiritual ground"... hopefully we will be blessed!!!

Prospero = Shaman Feathers, smoke, totemic magic.

Ariel = Air spirit. Flight? Projection? Puppets?

Caliban = Buffalo spirit. Skins + Berkoffian performance. On all fours. Poor actor!

NOTE **HANDWRITTEN DIARY PAGE** LOCATION Theater — Director's Office

Monday: Rehearsals — fantastic. New costumes — fantastic.

All in all — fantastic!

Tuesday: Strange day . Girl snuck into theater today. Playing hooky no doubt! Took pity, let her sit and watch the run through. Very useful feedback -- terrified by Caliban (good job costume dept!)! Seemed to dislike Prospero intensely. proceedings brought to premature end by poor Tony getting a shocking nosebleed during Act I. Scene 2. Will continue tomorrow!

NOTE **WIRING NOTES** LOCATION Theater — Lighting Room

Peter,

As expected, the spotlights are as SCREWY as the rest of this place. finally got them working. My trusty voltmeter saved the day again! Remember, you need ALL the lights working, otherwise the circuit blows. Throwing the circuit breaker gets old FAST. Here are my notes: B has to be half the wattage of D. A + B must not exceed C. Wattage of D must not exceed A. Break a leg!!

Eric

NOTE **SKETCHES** LOCATION Theater —Costume Room

Since what happened to Tony. I've dreamt about HIM more and more! THE BUTCHER!

He looks just like that monster, the Executioner!

Now I've seen him when I'm awake. He's at my motel! It's HIM I swear it!

NOTE **"MANIFESTATIONS OF DELUSIONS"** LOCATION Other World via the Stage mirror

Chapter 3 Manifestations of Delusions

... phenomena such as telekinesis ("poltergeists" to use a popular term) often occur. These seem frequent alongside negative emotions (fear, worry, or stress) suggesting it is these emotions which are manifesting as external energy with phsycial effects. Nightmares are especially strong triggers. In all cases, these phenomena arise from children or adolescents and the overwhelming majority of subject are female.

NOTE **"AN ID TORN IN TWO"** LOCATION Other World via the Stage mirror

Throughout these case studies, we see the victim's brains struggling to cope with the conflict caused by abuse at the hands of a loved one. In many of the cases the abused child's self appears to split in two. One personality continues to love the abuser and seeks their approval. The other personality contains all the rage and anger of the abused and is many ways becomes a mirror of the abuser, seeking to inflict its pain on others. Sadly, it is often this self that becomes dominant.

NOTE **"ASTRAL PROJECTION..."** LOCATION Other World via the Stage mirror

...amongst the tribes who have developed the ability to control and focus their projections, there exists one that is feared throughout the whole community. Their shaman claims to have the ability to kill with thought alone, projecting his desire to kill into the body of the victim...

NOTE **"REPRESSION AND COERCION"** LOCATION Other World via the Stage mirror

Chapter 2: Repression & Coercion

It is a fact well know to intelligence services and military agents: the more controlled a mind, the more a mind censors itself, the easier it is for outside influences to take hold and \ piggyback such mental Programming.

This is why these agencies choose for their pawns those individuals most compromised by their own mental issues.

NOTE **CLOSED CASE** LOCATION Public Records Office

...because of the concerns expressed by her teacher, it was important to fully look into the matter. The officer spoke with Mrs. Gillespie and her daughter and saw no evidence of any neglect or Abuse. He felt that Mrs. Gillespie seemed a model parent, bringing her daughter up in a strict, religious household. Further, in order to satisfy the complainant's request, we had Dr. Kaufmann from Alchemilla speak with the girl alone. He said that any talk of rituals or cults were simple :childish fantasies." Mrs. Gillespie's only crime, in his eyes, was having read her daughter too many fairy tales. We should have closed the complaint.

NOTE **ALTERED POLICE REPORT** LOCATION Public Records Office

Looks like the fire started on the first floor and spread to the rest of the house. Circumstances are suspicious.

(Someone has ruled through this text and added a new paragraph.)

Seems there was an accident in the basement. An old boiler caused a fire that spread to the rest of the building. The cause would appear to be accidental.

(The report continues, unaltered.)

Despite fire fighters best efforts, it spread to the surrounding Houses. Alessa Gillespie Was declared dead at the scene by Dr. Kaufmann. Her body was identified by her mother. Death Certificate and coroner's report will be forthcoming.

NOTE **SHOP NOTE** LOCATION Andy's Bookstore

Andy,

Everything is fine. Sold lots of books! Have locked your keys in the cash register (the combination is your Greenfield apartment number). Hope you enjoyed you vacation!

Dharma

NOTE **TILL RECEIPT** LOCATION General Store

(someone has written on the receipt.)

HERE COMES A CANDLE TO LOIGHT YOU TO BED HERE COMES THE BUTCHER TO CHOP OFF YOUR HEAD.

NOTE **GUEST REGISTER** LOCATION Motel — Lobby

(The pages are torn out, leaving only one entry.)

Room 500

Name: Mr. R Grady Other occupants: son Reason for visit? Business/Pleasure Check in Date: blank

NOTE **"TO MY BELOVED WIFE"** LOCATION Motel — Room 306

To my beloved wife,

I miss you so intensely. Watching them take you away was like a dagger through my heart. It had to be done, but now I am so alone. At the doctor's advice, I told Travis you were dead. Maybe it would be better if you were... Helen, will you ever come back to me?

Yours forever, Richard

NOTE **NOTE ON THE RITUAL** LOCATION Motel — Room 503

...it is believed a being of tremendous mental energy may become a vessel capable of giving birth to Samael, the God worshiped by this cult. Samael's arrival will bring forth Paradise on Earth.

(Something has been added in the Margin.)

Given that this vessel is to be molded with "suffering and pain." Just what kind of God and what kind of 'paradise' would result?

NOTE **JANITOR'S NOTE** LOCATION Motel — Maintenance Room

One of the laundry machines is busted again. The weird guy in Cleopatra was shouting at me, wanted me to fix it but I couldn't leave the reception. Anyhow, after getting all red int the face, the fella just ran off. Hasn't been back since--up and drove off. Could you take a look at the machine when you get a minute? Stick a token in it and do the reset thing (Set it to low spin, 60 wash, drain then pre-rinse) Put anything you find in the lost and found.

Thanks, Ed

NOTE **"SHOTGUN" PHOTO** LOCATION Motel — Maintenance Tunnel

—

NOTE **DUTY LOG** LOCATION Motel — Manager's Office

Christ alive. One of the cleaners called me over, said there was something wrong with room 500.

Door was open. Inside, sweet Jesus! Stench made me puke. The kid, ma. The kid! Just stood there. They said he's been there for ten hours! I ended up crying my eyes out. Shit like this shouldn't happen. The police have got the room locked up for now. I'm going home.

NOTE **"TO MY ABSENT WIFE"** LOCATION Motel — Diner

To my absent wife,

I know that whatever hell I am enduring, yours is worse. But dammit, this is so hard. It's like you're dead but you're not. The Helen I loved is gone, but your body is still here! I have slept alone for the last two years. I've become so bitter, so sleazy! I'm no father to Travis. I can't even look at him some days. What is it going to take to bring you back?

Yours forever, Richard

NOTE **WASHING MACHINE MANUAL** LOCATION Motel — Laundromat

—

NOTE **"SNAKEBITE" PHOTO** LOCATION Motel — Cleopatra Suite

—

NOTE **TELEGRAM** LOCATION Motel — Cleopatra Suite

Kaufmann.

We are almost ready, but must hurry! I sense our hold on her power weakening. I worry that she draws strength from the core I hold. I will leave it behind, hidden in this darkness. It will be safe. Grady is unlikely to return here, he is still running around town chasing after ghosts. He is ignorant of the bigger picture anyway. I will wait for you here, finish your business and join me soon!

The time approaches, the Flauros is shattered, thrown to the wind, and her will is still buried deep in a sleeping mind.

This time the ritual WILL succeed!

Dahlia

NOTE **"OVERDOSE" PHOTO** LOCATION Motel — Cleopatra Suite Other World

—

NOTE **"BROKEN HEART" PHOTO** LOCATION Motel — Maintenance Tunnel

—

NOTE **"STABBING" PHOTO** LOCATION Motel — Nero Suite

—

NOTE **"TO A GHOST"** LOCATION Motel — Maintenance Room Other World

To a ghost.

There's no pretending now is there? We both know that thing at Cedar Grove isn't you. You died the day you tried to kill our son.

When I brought your gift today, when you smashed it. I finally woke up.

I've been dreaming all these years, kidding myself that you'll be right one day. The Helen I loved is dead.

I try to remember how it was, all those years ago today when we got married. I can't remember anymore. I'm tired. I know Travis will be fine on his own. I'm going to see you again, Helen.

Yours in forever, Richard

NOTE **YELLOWED PAGE** LOCATION Motel —Cult Anteroom

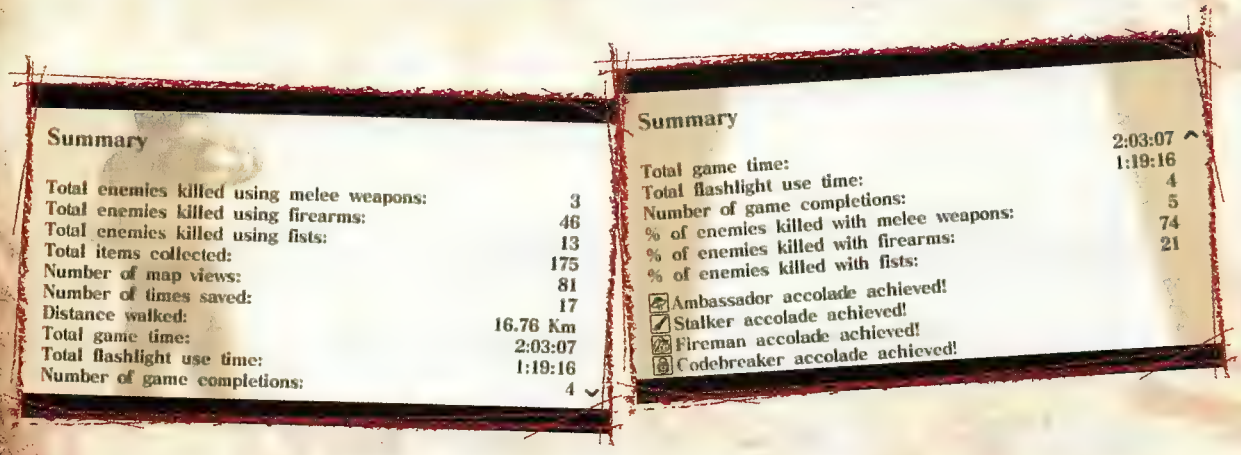
Flaurous Device: Origin unknown. The device is first mentioned in the poetry of Chang Ch'ien, an advisor to members of the early Han Dynasty. In one of his tracts, Chang Ch'ien jokes he trapped a demon inside his "three sided box".

When Chang Ch'ien died in a terrible fire at the imperial palace in 115 BC, the device appeared lost.

It was later rumored to be in possession of Lutheran monk M.G. Lewis, who in 1796 spoke of its ability to control and amplify thought. It was Lewis who linked it not to a demon, but to God Himself, claiming it was a weapon left by angels as a force of good.

Accolades

When you complete the game, a very detailed breakdown of your game play stats will be displayed. This is more than a gratuitous display of data, as many of these pieces of information are relevant to unlocking Accolades. An Accolade is an achievement that you earn based on completing certain requirements after beating the game. There are 14 Accolades, and each one unlocks a custom costume. Also, a few of the Accolades will also unlock a special item or weapon that will make future replays a lot easier. The table below is your quick reference to all 14 Accolades, their corresponding requirements and rewards. Below, we will discuss each one and give tips on how to unlock them all. You can unlock many Accolades at the same time but some are mutually exclusive.


Summary
Total enemies killed using melee weapons: 3
Total enemies killed using firearms: 46
Total enemies killed using fists: 13
Total items collected: 175
Number of map views: 81
Number of times saved: 17
Distance walked: 16.76 Km
Total game time: 2:03:07
Total flashlight use time: 1:19:16
Number of game completions: 4
Summary
Total game time: 2:03:07
Total flashlight use time: 1:19:16
Number of game completions: 4
% of enemies killed with melee weapons: 5
% of enemies killed with firearms: 74
% of enemies killed with fists: 21
Ambassador accolade achieved!
Stalker accolade achieved!
Fireman accolade achieved!
Codebreaker accolade achieved!

The Best Advice!

One of the best tips for getting these Accolades is to use the UFO ending to both check your stats and cut the game short! It is very useful on all Accolades that have time and play restrictions, because it will end the game sooner. This is great for Accolades, such as the Stalker, Sprinter, Cartographer and Daredevil. Also, the UFO ending will give you the current stats at the end. Simply save the game right before you do this ending, and you can learn all these juicy stats and tweak them to your advantage. This is a very effective checkup, because there is still a fair amount of the game left to play to help tweak those stats to earn the Accolade you want. For example, you can tell if you have gotten enough items for Collector, need to run around more for Explorer, or kill more monsters for Butcher. Also, this is a great way to take the guesswork out of your kill percentages! The data will tell you how many monsters and the current percentages, so you can work out how many more monsters you need to kill with technique to earn Brawler, Weaponsmith or Sharpshooter.

NAME SAVIOR **REQUIREMENT** Complete the game once

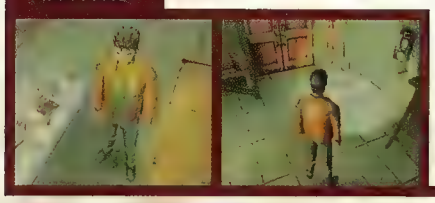
COSTUME

Lonely Moon Leather **REWARD:** Lonely Moon Gauntlets

This is the easiest Accolade to get, because you will earn it by default when you beat the game.

NAME AMBASSADOR **REQUIREMENT** Get the UFO ending

COSTUME

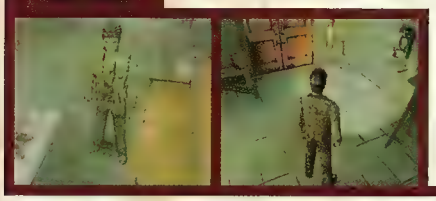


Starman-Style Space Outfit **REWARD:** Tesla Rifle

You must get the UFO ending to achieve this Accolade, which is only possible on the second and future play-throughs. This will require you to pick up the Room 502 Key from the top of the staircase in an alley north of the Hospital. The best time to grab the key is at the very start of the game before you enter the Hospital or on the trek from the Theater to the Motel.

NAME BUTCHER **REQUIREMENT** Get the UFO ending

COSTUME

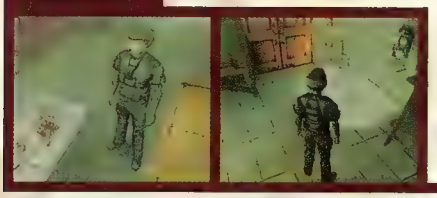


Bloody Clothes **REWARD:** Great Cleaver

Most of the enemies in the game can be avoided, but if you are trying to get your kill count up, simply take out any monster you come across. One of the best places to raise your body count is in the streets of Silent Hill. Monsters will re-spawn out here, and there should be plenty for you to tackle. Also, the last area — the Other World version of the streets — has a lot of monsters in a small amount of space.

NAME STALKER **REQUIREMENT** Had Flashlight on for less than 10,800 seconds (3 hours)

COSTUME



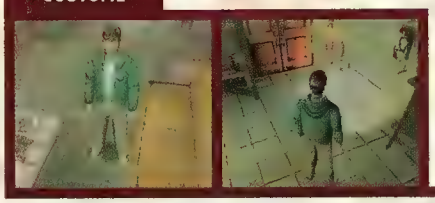
Black Ops Outfit **REWARD:** Night Vision Goggles

This is not as tough as it may initially seem. The trick is that you need to turn off the Flashlight, because you may not even remember it is one! Simply turn this off whenever you know the area well enough, when backtracking and as you get faster at completing the game.

ACCOLADES
4/14
STALKER - COMPLETE!
You preferred the comfort of the dark, turning off your flashlight to become one with the night.

NAME **COLLECTOR** REQUIREMENT Collected more than 300 items

COSTUME



Collector Outfit

This guide has more than 300 items listed, so if you follow it closely, you should have no trouble getting this Accolade. Simply take note any time Travis tilts his head to indicate an item and be sure to cover all areas of each map.

REWARD: N/A

NAME **SPRINTER** REQUIREMENT Time played less than 7,200 seconds (2 hours)

COSTUME

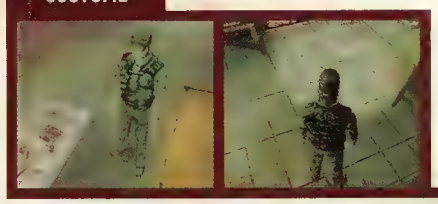
Cross Training Clothes

This is one of the most challenging Accolades to achieve. Don't attempt this until you have played through a few times and have a great feel for the game. First, do not bother to pick up anything you don't need. Only grab health items since your special weapons should be strong enough to handle all the enemies. Second, don't fight monsters and run around for clues to puzzles that you already know how to beat. Third, use the UFO ending to end the game short. And finally, make a lot of save game files so you can retry sections without going through the whole game.

REWARD: No fatigue (must wear for effect)

NAME **SHARPSHOOTER** REQUIREMENT Killed 75%+ of all enemies with Firearms

COSTUME



Survivalist Clothes

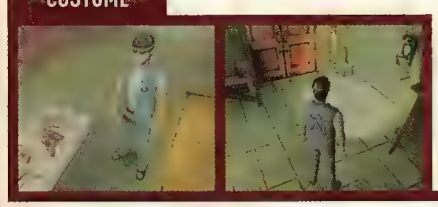
Avoid the early monsters in the game when you don't have a gun or when you run out of ammo. Also, remember that this is a percentage-based achievement, so if you feel like you don't have a lot of ammo, simply don't kill that many monsters. There is no set number you have to get to as long as you kill most with your guns. Finally, be sure to use the weaker guns on weaker enemies to kill them. Don't put a ton of ammo into a just killing a single monster!

ACCOLADES
‹ 7/14 ›
SHARPSHOOTER - COMPLETE!
You rejoiced in the power of firearms and faced fear with a steady aim and the sound of gunfire.

REWARD: N/A

NAME **WEAPONSMITH** REQUIREMENT Killed 75%+ of all enemies with Melee Weapons

COSTUME



Streetfighter Clothes

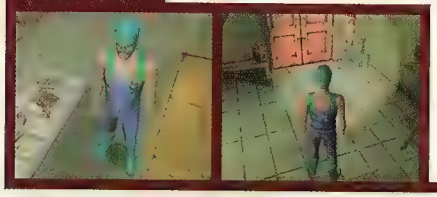
The easiest way to earn this is to simply use the Lonely Moon Gauntlets. It is a very powerful melee weapon that can easily get you through the entire game. If you are using regular melee weapons, it may be tough to deal with all types of monster. If you have use of guns, just make sure you compensate by killing that many more monsters with melee attacks. Try to use your weapons on weaker monsters to ensure a better kill ratio. Also, be sure to stop them to put them down for good.

ACCOLADES
‹ 8/14 ›
WEAPONSMITH - COMPLETE!
You preferred to dispatch your monsters up close and personal and faced danger with a weapon in your hand.

REWARD: N/A

NAME BRAWLER **REQUIREMENT** Killed 50%+ of all enemies with Fists

COSTUME



Wrestling Suit

It is not going to be easy to tackle some of these foes with only your fists, so take out the early monsters, like the Nurses, with your fists to get your percentage going in the right direction. Several monsters may be easier for you to fight, such as the Straightjackets or Ariel Puppets. Try to rack up your kills on whatever monster you feel the most comfortable with and run from the others.

ACCOLADES
‹ 9/14 ›
BRAWLER - COMPLETE!
Like a true survivor you fought and won, drawing on the destructive power of your own fists.

REWARD: N/A

NAME CARTOGRAPHER **REQUIREMENT** Looked at map less than 25 times

COSTUME

Cartographer Clothes

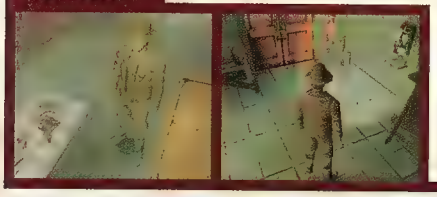
The auto map in the game is your best friend and losing it may seem tragic. Luckily, you have this handy guide to show you exactly where all the items are, and all the doors and blocked paths. This should be a snap if you use the maps in this book!

ACCOLADES
‹ 10/14 ›
CARTOGRAPHER - COMPLETE!
You knew the streets of Silent Hill like the back of your hand and had no use for maps.

REWARD: N/A

NAME EXPLORER **REQUIREMENT** Distanced walked greater than 22,500 m (22.5 km)

COSTUME



Explorer Clothes

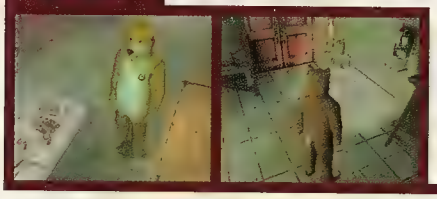
This goes hand-in-hand with the Collector Accolade, because to search around to collect 300 items probably means you will be running around a lot checking every corner of the map. If you feel you haven't gone the distance, just do some sprints in a relatively safe part of town or section of the game.

ACCOLADES
‹ 11/14 ›
EXPLORER - COMPLETE!
During your time in Silent Hill you left no corner untouched, traveling a great distance before accomplishing your goal.

REWARD: N/A

NAME DAREDEVIL **REQUIREMENT** Never saved game during playthrough

COSTUME



Dog Suit

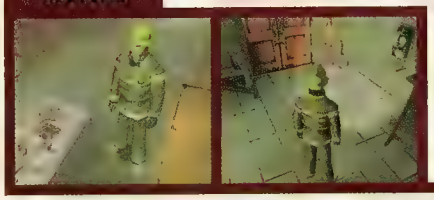
Probably THE most frustrating Accolade of all! While the Sprinter Accolade is a tough race against the clock, you won't have the benefit of saving and redoing anything. The goal here is to stay alive at all costs. A few tips to keep in mind are: Use your favorite special weapon, don't go out of your way for anything, stay healed even if it means over doing it a little, don't fight unless you have to, and be cautious and use your guns from a safe distance. Be sure to use the UFO ending so you won't even have to deal with the last two Bosses!

ACCOLADES
‹ 12/14 ›
DAREDEVIL - COMPLETE!
Like the heroes of legend you were fearless in the face of great danger and completed the game without ever saving.

REWARD: N/A

NAME **FIREMAN** REQUIREMENT Rescued Alessa in less than 80 seconds

COSTUME



You can get this Accolade without too much trouble, but you probably didn't know about it on your first play-through. Simply run to save the girl without bumping into too many blazing walls or getting lost. Since this is at the very start of the game, just time yourself and reset if you can't make it.

Fireman Uniform **REWARD:** Fire Axe

NAME **CODEBREAKER** REQUIREMENT Do the Konami Code [and have completed the game once before]

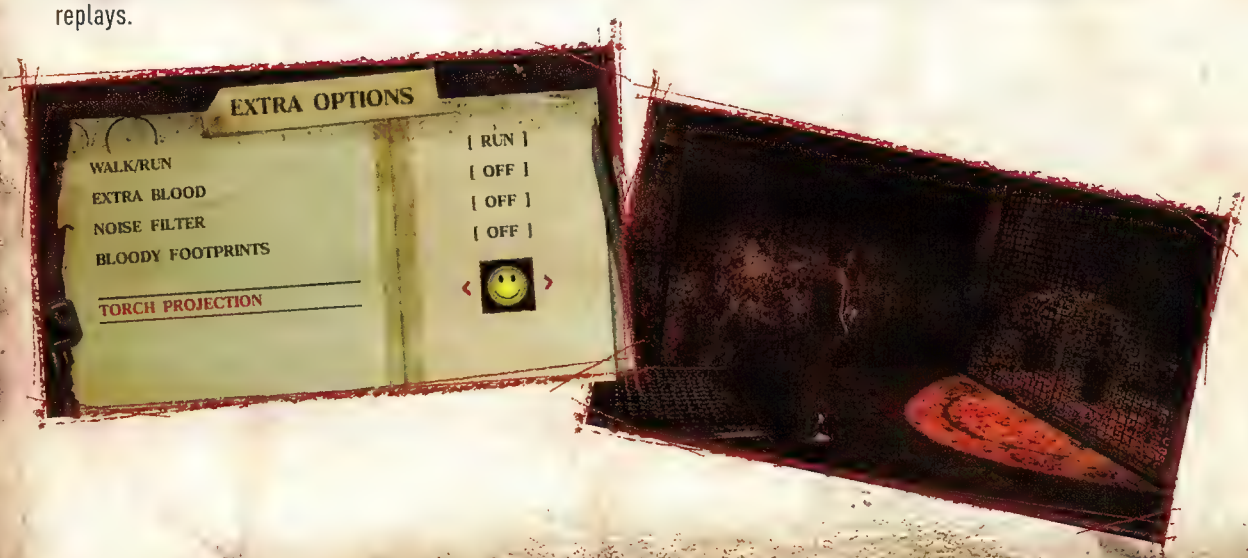
COSTUME

Ah, nothing is as nostalgic as the classic Konami Code. This is one of the first codes to ever gain popularity and familiarly, as Konami has used it on most of their games as a sort of "trademark." This can be done anytime after you have beaten the game, and the costume Accolade will be awarded immediately. Just press these commands on the D-pad: Up, Up, Down, Down, Left, Right, Left, Right and press buttons X and then O. If you did it right, you will hear a magical chime.

Vincent **REWARD:** N/A

Extra Options

Another great benefit for beating the game is that after your first completion, you will unlock the Extra Options Menu. There are several very cool and useful things to make replay a lot of fun. The ones with the biggest impact are turning "run" on all the time so you will no longer have to hold that button down! As well as the option of turning off the noise filter to see the game in a whole new way. Of course, there are fun things, like more blood and bloody footprints, but the custom flashlight beam is a simple but classy touch to shine new light on your replays.



SPOILER ALERT! Endings

There are three very unique endings to your adventure, and it is worth going through the effort to see them all. In fact, you can view all the endings with just two completions of the game.

On your first play through everyone will get the "good" ending. On your second time through the game, you can get any of the three endings as long as you meet the requirements below. Keep in mind that you can view both of the other two endings on your second playing of the game if you save before you enter Room 502.

Good Ending

REWARD: Unlocks Savior Accolade

CONDITION: Beat the game once and any subsequent play through where the other ending's conditions aren't met.

This is the upbeat ending that fits the main plot of the story. After all the mayhem at Silent Hill, you are finally "allowed" to leave. Weary and confused you make your way back to your truck. A glimpse in your side view mirror shows the young girl Alessa with a child. This is not a natural child as you witnessed from the end of the game. When you speed away in your rig, a message will play about Harry and his adopted child Cheryl. These two are the primary characters in Silent Hill 1.

UFO Ending

REWARD: Unlocks Ambassador Accolade

CONDITION: Must be second play through or later. Unlock Room 502

In order to see this ending, you must grab the Room 502 key from the top of the metal staircase in the alleyway across from the Hospital. Your opportunity to grab this key is in the very beginning of the game before you enter the Hospital. Once you have this key, you can use it to unlock the door of Room 502 that is adorned with a crescent moon.

The ending for this scenario is really cool. It is done in an animated style that was totally unexpected. When you try the key on Room 502, it won't fit. The lonely moon seems to be your only friend in the world. However, a UFO comes out of the sky, and an alien and his dog are there to save the day. You ask about your lost truck, and he tells you it is on his planet and he will take you there. I wonder if all alien abductions start that way?!

Bad Ending

REWARD: Unlocks Butcher Accolade

CONDITION: Must be second play through or later. Must defeat 200 enemies.

This ending is very gruesome, and because of that, you have to check it out. It is called the "bad" ending because it is very dark. You awake strapped to a hospital bed, perhaps in the Sanitarium. As you struggle to get free, you witness horrible flashbacks of what you have done and who you have become. There is another side to the story of your life, and while this one may be equally as tragic, it is a hell of a lot more frightening and disturbing.

OFFICIAL STRATEGY GUIDE

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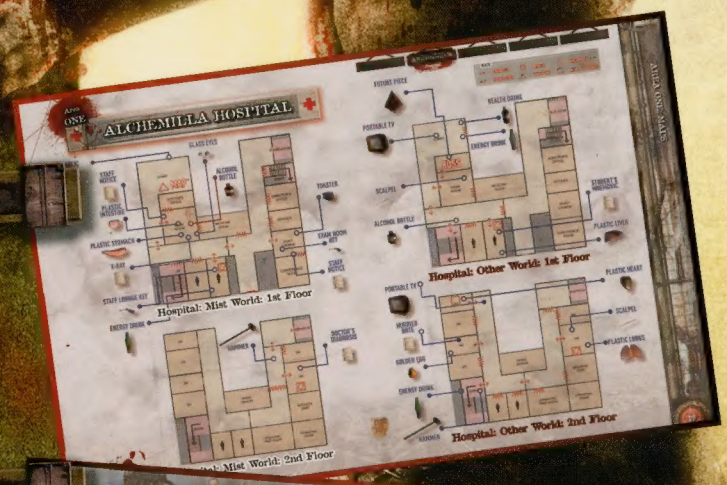
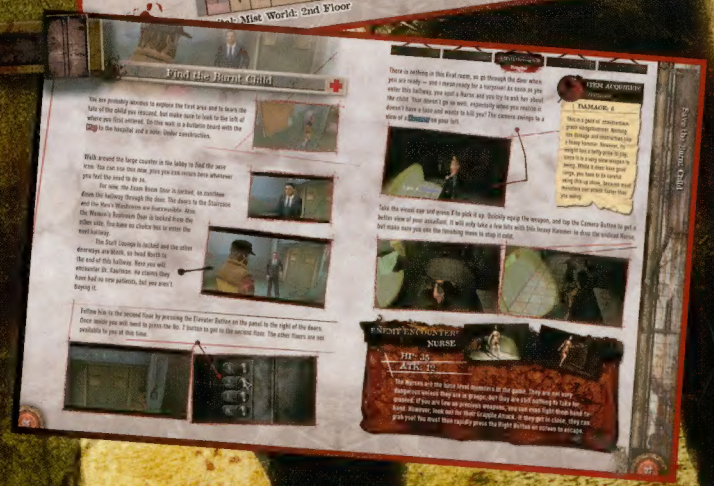
All item and weapon locations are displayed on every map, plus all unique objects and blocked or open doors.



WEAPON AND ITEM DETAILS

We provide the data you need to find every weapon and item, as well as tips on getting the most from your firearms or melee weapons.



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